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VISIONS
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Exclusive Coverage!
Mortal Kombat II 32X
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SONIC & KNUCKLES
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SONIC 2 THE HEDGEHOG
December/January 1995 US $3.95 Canada $5.25
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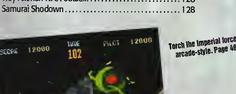
Knuckles busts through game boundaries. Page 12



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Wile E. Coyote and Road Runner tear up the desert. Page 26



Torch the Imperial forces, arcade-style. Page 46



Boogerman greens America. Page 86

SABAN'S MIGHTY MORPHIN POWER RANGERS

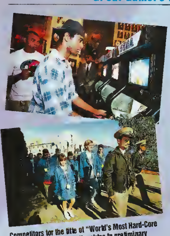
Who's gonna put Rita Repulsa in her place? Page 22

Say What?

Overheard at Sega

Knuckles Cornered On Alcatraz

Great Gamers and Revolutionary Technology Rock the Rock



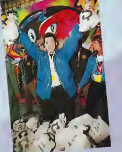
Competitors for the title of "World's Most Hard-Core Gamer" played Sonic & Knuckles in preliminary rounds at 16 Hard Rock Cafes. Security officers escorted the 25 finalists to Alcatraz.

It was the kind of thing that could happen only in a hard-core gamer's dream. On Saturday, October 8, gamers from around the country participated in a contest of strength, will, and gaming talent as they battled to be named the "World's Most Hard-Core Gamer." Held at 16 Hard Rock Cafes around the U.S., the contest started with more than 2,000 competitors playing the new *Sonic & Knuckles* for the first time to see who could collect the most rings.

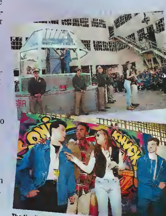
In keeping with the theme of this event, the highest-scoring player from each Hard Rock Cafe was immediately handcuffed and whisked to the nearest airport by a waiting police escorted Brinks truck and limousine. Ultimate destination: the island of Alcatraz, where finalists from around the world would compete for the title and $25,000 in cash.

On Sunday morning, the 25 finalists were shuttled by high-security motorcade to Pier 41 in San Francisco, where they boarded the ferry for Alcatraz. To guarantee continued high security, Sega had reserved a section of Alcatraz not normally accessible to the public and set up Genesis units with multiple monitors around the area. At one o'clock that afternoon, the 25 finalists, who ranged in age from ten to well into their twenties, started playing the Mushroom Hill level of *Sonic & Knuckles* to see who could collect the most rings in three minutes.

When the dust settled, it was down to two finalists, Mark Guinane of Boston, who managed to collect 274 rings and Chris Tang of San Francisco, whose personal best was 248 rings. Mark and Chris then had to duke it out in a



And the World's Most Hard-Core Gamer is...Chris "money-bags" Tang!



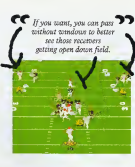
The finalists battled it out in a heavily guarded section of Alcatraz normally closed to the public. It all came down to two high-scorers, Chris Tang of San Francisco and Mark Guinane of Boston.

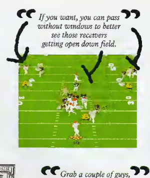
specially constructed glass-sided dome, using the new Lock-On technology to play the last level of *Sonic 3* as Knuckles (see page 12 for more about the incredible Lock-On technology). In the end, at five o'clock that evening, it was 18-year old Chris Tang who emerged as the World's Most Hard-Core Gamer, having edged out his rival by a margin of 30 rings. Chris and the other competitors were featured in a special MTV broadcast, which premiered October 17 to audiences around the world.

Congratulations, Chris! And thanks for helping Sega get a lock on Knuckles. The gaming world will never be the same again.

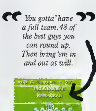
FROM NOW ON, ALL FOOTBALL GAMES WILL BE JUDGED ON A SCALE OF 1 TO MADDEN '95.

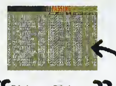
"If you want, you can pass without windows to better see those receivers getting open down field."

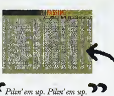




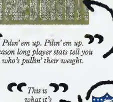
"You gotta' have a full team. 48 of the best guys you can round up. Then bring 'em in and out at will."





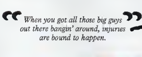






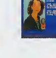
"Pilin' em up. Pilin' em up. Season long player stats tell you who's pullin' their weight."

"Grab a couple of guys, get a tournament together, and go at it."



"When you got all those big guys out there bangin' around, injuries are bound to happen."

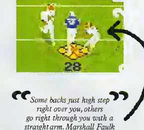




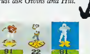
"This is what it's all about."



"BOOM! That one knocked the stuff right out of his locker."

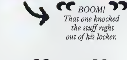


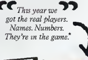
"Hey, after a tough day at work you wanna' do a little celebrating. Every year it's something new. Just ask Givins and Hill."

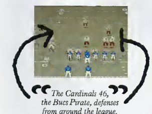


"Some backs just high step right over you, others go right through you with a straight arm. Marshall Faulk might do both."

"This year we got the real players. Names. Numbers. They're in the game.*"







"After a whole season of running, passing and hitting, it's a shame only one team gets to go home carrying this."

"The Cardinals 46, the Bucs Pirate, defenses from around the league. The real stuff."





It's in the game™

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*Only available on Sega™ Genesis™ and Gamegear™

Sega Goes Online With CompuServe

The Information Highway Just Got More Fun

Information-hungry, fun-seeking gamers, you're gonna love this news nugget. Sega has announced plans to a launch a family of interactive services on CompuServe! You know CompuServe, the leader in computer-based information and communications services? Yes, *that* CompuServe.

Now CompuServe subscribers can link up to a whole new world of comprehensive information about the latest in Sega video games *and* developments in interactive entertainment. The new Sega service, (reached by typing GOSEGA), will offer message boards and real-time conferencing to provide communication with developers, other gamers, and online guests. Game enthusiasts can ask questions, offer advice, start fan clubs — essentially have electronic meetings with gamers from around the country. Users can also access an entire library of game tips, hints, video clips, and still graphics. There are *even* online shopping deals.

There's no more need to rely on the rumor mill! Sega Forum will have plenty of "news-chips" — quick news bits on video-game articles, game companies, Sega Toys, theme parks, arcade games, and of course titles — plus all the news about the interactive entertainment community. [GOSEGA] gives serious gamers a serious 1-up!

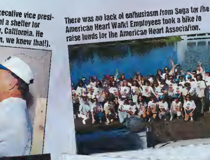
Best of all, look for a special online edition of *Sega Visions!* So boot up and blast off!

When It Comes To Caring, Sega Shines!

Employees Lend a Hand During Week of Caring

Week of Caring found Sega's executive vice president, Paul Rioux, helping to paint a shelter for homeless youth in Redwood City, California. He was a stickler for detail (but then, we knew that!).

There was no lack of enthusiasm from Sega for the American Heart Walk! Employees took a hike to raise funds for the American Heart Association.





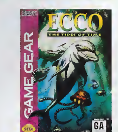
These Sega employees worked hard (and had a good time) cleaning the yard of the shelter — hope they *took* a rake break.

Over the mountain and through the woods, these employees showed real heart for the walk.

Play Tips and Codes
1-415-591-7529 (PLAY)
Hardware Problems/Troubleshooting
1-800-USA SEGA
Age-Appropriateness Questions
1-800-379-5437 (KIDS)

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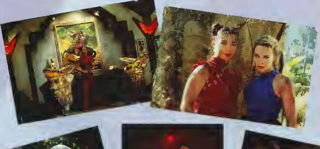
Street Fighter II Goes Celluloid



Van Damme and Company Kick into High Gear

Can't get enough of *Street Fighter II* in the arcades or on your Genesis? Right about now, you can catch your favorite street fighters in real life on the big screen. Working with a $40 million budget, Capcom has teamed up with Universal Studios to bring Capcom's famous World Warriors to life in the new *Street Fighter* movie. The PG-13 flick features hard-kickin' Jean-Claude Van Damme as Guile, with the late Raul Julia as M. Bison, Wes Studi as Sagat, Ming-Na Wen as Chun Li, and Grand Bush as Balrog. The action takes place in a mythical Asian country called Shadowloo, held under the crushing red glove of megalomaniac tyrant Bison. Guile must lead an Allied Nations Force to rescue a team of relief workers before Bison does them in.

To keep the action realistic and still true to the game, the actors studied under one of Hollywood's top fight directors to get many of the video game's moves in the scenes. And the sound track is going to be hot too, with music by Hammer and "Neon" Deion Sanders.





Absolutely Rose Street

Sega Goes Hollywood With a New TV Show

Rumor has it that Sega is producing an awesome new half-hour show called "Absolutely Rose Street." Here's the scoop. The show is about two young video-game journalists (Max and Christina) trying to save their fledgling TV show called "Game Beat." They desperately want to become the Siskel and Ebert of the video-gaming world. Their sleazy producer, Joe Whitehead, has other plans. His hidden agenda is to replace "Game Beat" with a show called "Styling with Stella," starring none other than his own girlfriend.

As the story opens, Whitehead gives Max and Christina an ultimatum to make the show better, or be canceled. They immediately launch an investigation to find the ultimate show-saver story. They find it in the hottest news to hit the video-gaming industry — Sega's introduction of the Genesis 32X. When they are able to crack the notoriously tight-lipped Sega for more information, they *know* they can make "Game Beat" a hit.

What Max and Christina don't know is that the sleazoid Whitehead has gone ahead preparing "Styling with Stella" for the air. What happens? You'll have to tune in to find out. What? You thought we were gonna tell you *everything*? OK, we'll tell you one more factoid (we saved the best for last). When you're watching "Absolutely Rose Street," try to find a hidden phone number. If you see the secret phone number, call it — at no charge — to enter a contest with a chance to win outrageous prizes.




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Busting loose this August on SEGA Genesis and this October on Game Gear !
GA
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Yo Sega!

32X-Plained

Yo Sega!
What makes the Sega 32X so different from the Genesis?

Ezra Hoiland, Washington

The 32X is actually a high-powered component that becomes a part of your Genesis. The two combine into one arcade powerhouse that gives you a whole new game-play experience.

- *It's 40 times as powerful as the Genesis or SNES.*
- *It can process four times as much screen information as the Genesis.*
- *It contains two 32-bit RISC processors that deliver screaming game action.*
- *It contains a VDP (video digital processor) chip that delivers coin-op-quality visuals.*
- *It boosts the Genesis's palette from 64 colors to an unbelievable 32,768 colors, delivering VHS-tape-quality full-motion action.*
- *It's six times as fast as the much more expensive 32-bit machines currently on the market.*

In short, it turns your Genesis into a next-generation arcade monster for under $160.

Plug and Play

Yo Sega!
Will the Genesis 32X be able to hook up to the older version of the Genesis? And will we need to take the Sega Genesis to a specialist to put it in?

Philip Joseph, California

The 32X will hook up to both models of the Genesis, and no, you don't need a specialist. Just plug the 32X into the cartridge slot on your Genesis and connect a couple of cables, and you're ready to play. Couldn't be simpler. By the way, once you've installed the 32X, you'll still be able to play all your favorite Genesis titles without removing the unit.

CD or Not CD...That Is the 32-Bit Question

Yo Sega!
I'm a Genesis owner, but I don't have a Sega CD. I'm thinking of buying a 32X, but I have one doubt. In your magazine, you have a picture of a 32X hooked up to a Genesis and a Sega CD. Will you have to own a Sega CD to use the 32X?

G.B., Texas

You don't need a Sega CD to enjoy the great action of the 32X. There's a whole crop of carts that plug right into the unit, delivering arcade-quality graphics, animation, scaling, rotation, and hard-core, lightning-fast action (check out Doom, Mortal Kombat II, Virtua Racing Deluxe, *and* Star Wars Arcade *in this issue). And these carts will cost roughly the same amount as current blockbuster Genesis titles. However, you may want to check into a Sega CD anyway, 'cuz the 32X pumps the Sega CD to new limits. The killer combination of 32X processing power and the massive storage space of a Sega CD title will give you the ultimate at-home arcade experience.*

Female Gamers Speak Up

Yo Sega!
I'd like to know why there aren't very many women in Sega games. Sure there's a bunch, but not as many as men. Most of them wait around for the guys to save them. So in the next game, I'd like to see girls throwing punches, not kisses.

Catherine Spiker, Illinois

Yo Sega!
I think Sega Genesis is more for boys because the games are fighting and violence, and I'm not into that. I know you have some girls' games, but not enough for me. If you make more girls' games, I'm sure that some girls will get a Sega Genesis.

Demetra Simos, New York

Sega continues to work hard to create games that appeal to gamers of both genders. We have found that game appeal varies from individual to individual. While some female gamers enjoy games such as Sonic the Hedgehog, Ecco the Dolphin, *and* Aladdin, *others love our Sports and Fighting games.*

Recently, Sega established an all-female task force to find ways to create games that appeal more to women and girls. The task force will also work to determine better ways to communicate to them in Sega's ads. This task force, which consists of some of the heavy hitters at Sega (and doesn't allow ANY men to attend), will be involved in making sure that



D. Myles, Pennsylvania

Scott Tadiock, North Carolina

Dan Schuchat, Address unknown

Kelly Walsh, Maryland

Dana Mackowiak, Pennsylvania

female game players are not left out in the cold in the future. Stay tuned to Sega Visions *for some great female games in the near future.*

Eternally Anxious

Yo Sega!

Since *Eternal Champions* is such a big hit, I was wondering if you ever intend to make a second version. If so, do you intend to make the current players better, or add even more to the *Eternal* list? Personally, I think that you should add more female players, since the majority of Fighting games are male dominated. I don't think that Sega is sexist, but see, girls fight too. I should know.

Colette Walters, Minnesota

Good news. An awesome new Sega CD version of Eternal Champions *is hitting the shelves. Get the inside scoop on page 58 of this issue. And yes, the rumor we've heard is that two new female fighters have been added: a hard-slamming pirate named Riptide and a voodoo priestess named Raven.*

Ratings That Rate

Yo Sega!

I would like to thank whoever rates games because my parents know what games to buy me. Thanks.

J. Dave, Maryland

Up until now, games on Sega's platforms have been rated by the Videogame Rating Council (VRC), a special group created by Sega. The industry banded together, however, to create the Entertainment Software Rating Board (ESRB), an independent rating council, and these rating symbols are currently showing up on new releases. Throughout this issue, you'll notice ratings from both boards, but expect to see the ESRB ratings take over in the future.



Art Appreciation

Yo Sega!

Do you give out prizes for envelope art?

Robert Davis, Nevada

Yep. The artists published in these pages get a certified-cool-not-available-anywhere-else-at-any-price Sega Visions *T-shirt (and check out page 160 to see the cool new design). The artist of the best envelope printed in each issue also gets a special prize, like a Game Genie from Galoob, a Remote Arcade System from Sega, or a Tee Vee Golf from Sports Sciences.*

Channel Chat

Yo Sega!

I was wondering if you could answer a few questions about the Sega Channel. First, what channel will it be on? Second, about when will it be on TV? Third, will it be on regular cable? Fourth—this is the last question—what kind of stuff will be shown on the Sega Channel?

Michael Wisenauer, Maryland

1. *The Sega Channel isn't on a specific channel. You get an adaptor for your Genesis from your cable company and download the games over the cable system.*

2. *The Sega Channel is currently running in 12 major markets across the country. Look for national rollout to begin in December and continue throughout 1995.*

3. *The Sega Channel is a premium channel that will probably cost around $15 a month. And that's cheap, 'cuz you get...*

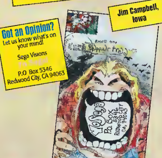
4. *...around 50 games at a time, available 24 hours a day. You also get special preview versions of new and unreleased games; complete versions of great Sports, Driving, Action, Puzzle, and Family games; online news about new releases; and special hints, tips, and cheats. The game schedule changes monthly, so you have a nonstop supply of great games whenever you want to play.*

Yo Sega!

I recently called my cable company about the Sega Channel, and they told me that they would not carry it unless the demand was high. I know for a fact that the demand is high but the kids just won't call and let the cable company know. So I urge you to please print my letter. Put out the word and tell them to call the company. Write "I DEMAND THE SEGA CHANNEL" on your next cable bill.

Robby Childress, North Carolina

Got an Opinion?
Let us know what's on your mind!
Sega Visions
P.O. Box 5346
Redwood City, CA 94063









Knuckles Explodes Game Barriers

Unleash Knuckles in Sonic 3 or 2 — Just Lock 'Em On to Sonic & Knuckles



OVERVIEW

So you've met Knuckles. Maybe you've even tried his trademark gliding, wall-crawling, and block-busting moves in the action-crammed new Genesis game *Sonic & Knuckles* from Sega. Well, you haven't seen anything yet. The dreadlocked Echidna from Down Under is so powerful that he's smashed his way into the worlds of *Sonic 3* and *Sonic 2.* Just lock on either of these games to *Sonic & Knuckles* to release the Aussie burrower in terrain that not even Sonic has seen. Knuckles has also left the door wide open for Tails to wreak havoc in *Sonic & Knuckles.* When you consider that *Sonic & Knuckles* already lets you play and save different games as each of its stars, it kinda makes you wonder if this guy knows any boundaries at all.

PUBLISHER: **Sega** PLAYERS: **1**

CONTROLLER: **3-Button**





Set Knuckles Loose

Here's how to take advantage of Sega's revolutionary Lock-On™ technology: Just plug Sonic & Knuckles into your Genesis, and lock an Sonic 2 or Sonic 3. Now Knuckles can run riot through the earlier Sonic games, and Tails – with or without his hedgehog pal – can journey through Sonic & Knuckles.



Breaking Down The Walls

Played the heck out of *Sonic 3* and *2*? Prepare for all-new action when Knuckles bursts into the scene, courtesy of *Sonic & Knuckles*'s revolutionary Lock-On technology. That means new pathways, obstacles, power-ups, hidden areas, and other goodies that Sonic could only dream about. Not to mention new moves — Knuckles's unique gliding, wall-walking, and rock-busting talents give you new ways to get places, new ways to collect rings and things, and new ways to bash Robotnik's techno-contraptions.

Of course, with the game boundaries busted, characters from *Sonic 3* and *2* can spin their way into *Sonic & Knuckles.* Sonic's already there (duh). But now his bushy-tailed sidekick Tails can face down Robotnik too — either on his own or in partnership with the blue blaze. With his high-gliding locomotion, you can expect to unearth lots of new routes and rings. Still think *Sonic & Knuckles* is just a game? Try telling that to Knuckles and Tails.

More Territories To Claim?

OK. So we've convinced you that Knuckles is too big for just one game. But would you believe that he's too big for three? Take it from us: This guy's going places. After his amazing backward-boundary-busting feats in *Sonic 3* and *2*, who knows what games he might burrow his way into next? Stay tuned to *Sega Visions* to follow his adventures — we're keeping our eyes on the dreaded red one.

Knuckles Busts His Way into Sonic 2



Knuckles's lovely mug now appears in the slot-machine bonus rounds. Three of them get you an extra life.



Sonic couldn't make it up these oil-slicked slopes. With a little gliding action, the dreaded red one can.



Soar above it all: Glide through a level (or at least half). Climb the first tall wall in the Angel Island Zone, Act 1, then let those dreadlocks carry you to the end.



Here's an easy way for Knuckles to improve his score: Glide or climb to the bars, then let them bounce you back and forth. Repeat until your craving for points is satisfied.



The Chemical Plant Zone is filled with new paths and new goodies for Knuckles. Climb this wall for a 1-up. Glide to the left to reach another monitor, and fly left again for a third.



Hot underwater tip: Knuckles can climb his way out of tight spots that would have spelled the end for Sonic.

Continued on page 14





Knuckles Blazes New Trails in Sonic 3



Knuckles can bust through walls of rocks that Sonic couldn't even reach on Angel Island.

Kapow!

Knuckles does his impression of a shrine on a pedestal in this new area of the Carnival Nights Zone.

Knuckles will climb the walls to get at those power-ups.

When there are blocks to bust, an Echidna fills the bill.

Knuckles doesn't have much time to come up for air when he's battling the Hydrocity midboss.



New Boss Skirmishes

With his handy-dandy propeller, Tails has a much easier time against this Flying Battery boss than Sonic and Knuckles do.

The Ice Cap Zone boss doubles up when you play as Knuckles.



Spider Crane Do's and Don'ts

Do

In Sonic & Knuckles, a spider crane can give you a penalty-free lift.

Don't

Looking for a free ride? You'll get hit in Sonic 2.

HOT HINTS

- ✔ Knuckles's richest route usually isn't the same as Sonic's. See where your special skills can give you a boost.
- ✔ Sonic-style spin-attacks remain an option for Knuckles.
- ✔ Knuckles can glide underwater.
- ✔ Tails can fly in any direction. Knuckles glides from side to side.
- ✔ Low on lives? Fly over enemies instead of attacking them.

Continued on page 16


TAPE YOUR MELON.
IT'LL KEEP YOUR BRAINS FROM
FALLING OUT OF YOUR EARS.
Detailed player modeling lets you see it all, whether you're scoring the match-winning try or just getting mauled on the pitch.
The planet's top 30 teams knock heads in RUGBY WORLD CUP 1995, the biggest prize of them all.
SPORTS
It's in the game.
Stick your head in the scrum as part of the World Champion Aussies as the opposing eight try to drive you down into the ground.
RUGBY WORLD CUP 95
RUGBY
WORLD CUP
SPORTS.
Jump for line outs, lead crunching rucks, flatten scrum halfs and discover another hundred or so moves you didn't even know you had.
SEGA
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Continued from page 14

Get Hyper

You've blasted through Sonic 3 as the invincible Super Sonic. Get ready for even more awesome powers as Hyper Knuckles, Sonic, or Tails. They come with not only invincibility but also new enemy-squelching moves — a totally different one for each Hyper character. You know you're Hyper when you see yourself in triple image.

Naturally, it's a bit harder to become Hyper than it is to become Super Sonic. While you had to get seven Power Emeralds and 50 rings to turn into Super Sonic, to make your character Hyper you must collect all 14 Emeralds from *Sonic 3* and *Sonic & Knuckles*, as well as gathering 50 rings and jumping. But what a payoff.

Hyper Knuckles

Triple the image means triple the power. When Hyper Knuckles hurls himself against a wall, he obliterates every enemy onscreen.

Hyper Sonic

Invincibility lets you take shortcuts over spikes. And if enemies show up, just jump to take them out.

Hyper Tails

The birds flying around Hyper Tails aren't as mild as they look. They'll attack any enemy onscreen — including these pesky ghosts.

Close Encounters

Sonic & Knuckles throws together characters that normally wouldn't give each other the time of day.

What happens when the dreaded red one meets Sonic and Tails? Trouble, with a capital T — here they meet up in the Sky Sanctuary zone of Sonic & Knuckles when you play as Sonic and Tails.



When Tails enters the game, Sonic has a little help battling this dangerous space-bot.

Can Hyper Tails fend off Knuckles and a humongous ice boulder?

Who's Sonic battling?

Tails Soars into Uncharted Territory in Sonic & Knuckles

This area in the Sandopolis Zone is for Tails only. Why? Cause Sonic can't fly, and Knuckles can't glide straight up.

One fox, going up.

Run for your life, Tails!

Aerial loops are among Tails's specialties.

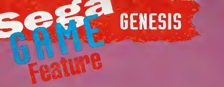
Who needs a platform to land on when you've got a built-in propeller?



Don't just stand there, Tails. Do something!



MARVEL COMICS
X-MEN®
GAMESMASTER'S LEGACY™
ON SEGA GAME GEAR!
The lethal labyrinth of The Pyramids holds a host of deadly surprises for Rogue - and hidden power-ups as well!
Gambit's staff allows him to fight at any distance. Play your cards carefully, especially with Fabian Cortez in town.
Use Bishop to dodge the deadly tornadoes of Sienna Blaze, and take the fight to her.
GAME GEAR
X-MEN
GAMESMASTERS LEGACY
SEGA



Tooth and Nail Action in Circle of Life

Welcome to the Mane Event

The Heir Apparent

Join a young lion-cub prince (Simba, son of King Mufasa) as he learns about the Circle of Life (the way of the Pridelands): All things are interconnected, all depend on each other for survival, and Simba's birth is just the beginning of a new Circle. His journey through life takes a turn for the worse when his father is lost in a wildebeest stampede provoked by his evil uncle Scar. Thinking it his own fault, Simba goes into exile. Meanwhile, Scar and his hyenas seize control of the Pridelands and take them to ruin. Overcome early obstacles, and Simba grows into an adult lion. Only then can you challenge the despicable Scar and take your rightful place as king of the beasts.



These little blue Bombardier Bugs explode a short while after you pounce on them. Hightail it away from them.

From Cub to King

Simba is truly a multitalented lion. As a cub, he can Pounce on enemies, Roll with teeth and claws extended, Roar to stun his opposition, and Grab things to climb up or swing from. As he grows up, he adds Slashing with his massive claws and Mauling (multiple Slashes, Bite, and Throw). Early levels have you exploring Simba's abilities and looking for bonus items and power-ups, propelled into the air by rhinos, thrown around by monkeys, riding ostriches, fighting vultures and hyenas, and avoiding the massive wildebeest stampede. As an adult, you take on more powerful enemies like cheetahs, find your adviser Rafiki, avoid flaming geysers, and fight your way through the mazelike hyena lairs. Simba overcomes all these trials to eventually battle his evil uncle Scar and restore order to the Pridelands.



Climb up via the Hippo's nostrils and onto the muzzle.



The Hyenas take two Pounces before they're worn out.

THE LION KING

OVERVIEW

Disney Software and Virgin Interactive Entertainment have a partnership that turns blockbuster animated features into great-looking and great-sounding fun for gamers. *Disney's Aladdin* was amazing. *The Lion King* for Genesis, also a Virgin-Disney coproduction, takes another astounding step toward making your favorite movies completely interactive. Join Simba as he makes his way from cub to king in this one-player Action title. With artwork by Walt Disney Feature Animation, *The Lion King* is a visual feast. You get ten big exploration-filled levels and frantic bug-eating bonus rounds, so there's lots of Simba and his friends for even the biggest fan of the blockbuster movie. You just can't wait to play *King*.

PUBLISHER. **Disney Software, Virgin Entertainment**

PLAYERS. **1**

CONTROLLER. **3- or 6-Button**





The adult Simba can Maul his enemies when you press Jump and the Slash button rapidly. Six-Button-controller users can just hit Button X, Y, or Z.

Power-Ups and Special Items

Continue Marker

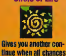


Lose a chance, and you restart here.

Patterned Beetle

Restores all of Simba's health.

Circle of Life



Gives you another continue when all chances have been used.

Bonus-Round Beetle

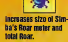


Takes you to the bonus round at level end.

African Red Bug

Increases size of Simba's health meter and total health.

Blue Beetle



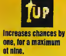
Increases size of Simba's Roar meter and total Roar.

Plain Beetle



Restores half of Simba's health.

1-Up



Increases chances by one, for a maximum of nine.

Bad Bugs

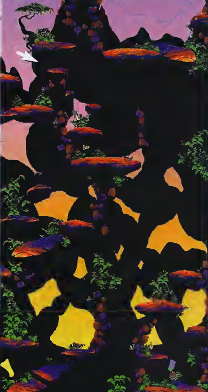


These bugs harm you during game play and end bonus rounds.

HOT HINTS

- ✔ Search everywhere for items and pathways. There is no time limit.
- ✔ You may have to Roar at a pink monkey a second time.
- ✔ Stretched elephant hides give you bounce, but use them too many times and they'll break and drop you.
- ✔ In the bonus rounds starring Pumbaa, you have one belch available to clear the screen of bugs. Use it by hitting the Roar button.
- ✔ Bounce the rocks back to the gorilla by using Simba's Roll.
- ✔ In the Stampede level, boulder warnings flash four times. Hit Jump immediately after the fourth flash.

Search for Hidden Pathways



Take the time to search the levels after taking out your enemies. The Pride Rock level has a 1-up and a Circle of Life (continue). Near the top, look for an opening between two rocks and leap in. You find the extra life below. Roll toward the right to take out the porcupine, and you enter a small hole. Go downward to find the continue. Then go back up and Roll left toward the second porcupine to find the exit.



Slash at any vines blocking your path.

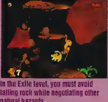


Stay ahead of the geysers, or you lose a chance.

Continued on page 20



Roar at the pink monkeys, and they toss you in the right direction.



In the Exile level, you must avoid falling rock while negotiating other natural hazards.



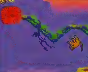
In the Stampede level, you not only contend with the hooves of stampeding wildebeests but also must leap over boulders.

Simba Takes To the Road

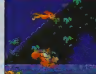
Hakuna matata, Game Gear fans. The Lion King comes in portable form, too. Sega's packed in gorgeous Disney graphics, great tunes from the movie, and ten levels of rip-roarin' fun. So the next time you're feeling exiled on the road, claim your territory with this great to-go cart.



Stun the iguanas by roaring at them, then pounce.



Simba's childhood is nonstop monkey business.



This one's even bigger than you are. You can avoid confrontation with a well-timed leap.



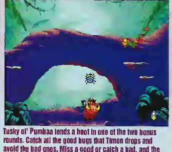
Slash the spider in midair by Jumping, then pressing Button 2 with Toward on the D-Pad.

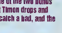
From Cub to Mature Lion



You play the first half of the game with Simba the cub. In the second half, Simba has grown into an adult Lion.

Pumbaa and Timon's Bonus Rounds

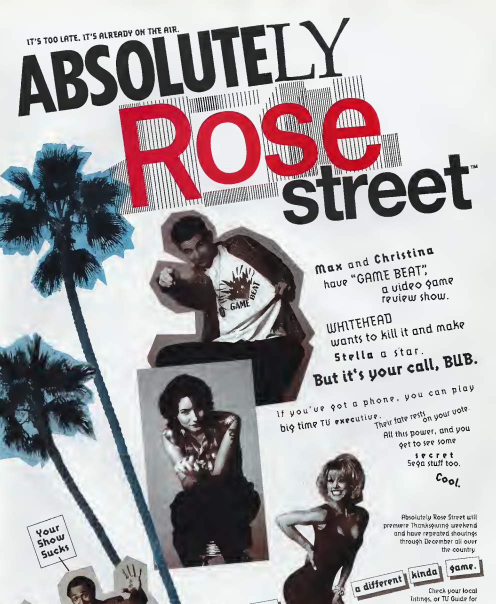


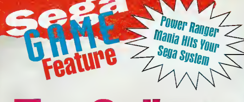


Tusky ol' Pumbaa lends a hoot in one of the two bonus rounds. Catch all the good bugs that Timon drops and avoid the bad ones. Miss a good or catch a bad, and the round ends.



Timon's bonus round has you hopping from ledge to ledge to collect good bugs and special items. Avoid the bad bugs, or the round ends.


IT'S TOO LATE. IT'S ALREADY ON THE AIR.
ABSOLUTELY
Rose
street™
Max and Christina
have "GAME BEAT",
a video game
review show.
GAME BEAT
WHITEHEAD
wants to kill it and make
Stella a star.
But it's your call, BUB.
If you've got a phone, you can play
big time TV executive.
Their fate rests on your vote.
All this power, and you
get to see some
secret
Sega stuff too.
Cool.
Absolutely Rose Street will
premiere Thanksgiving weekend
and have repeated showings
through December all over
the country.
a different kinda game.
Check your local
listings, or TV Guide for
show times. Channel surf on:
Comedy Central, E! Television,
ESPN2, FOX Network, KBL Sports
Network, Madison Square Garden,
Prime Sports Network, Prime
Ticket, The Family Channel, VH-1.
Your
Show
Sucks
SEGA Presents

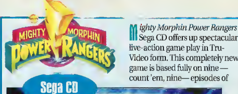


Five Ordinary Teenagers Battle Evil Space Aliens!

Morph on Sega CD, Genesis, and Game Gear

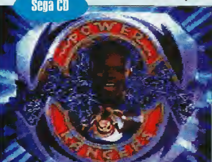


Pit a rotten villainess and her lowlife henchmen against teenagers with attitude *and* dinosaur power, and what do you get? You get games directly based on the No. 1 Fox TV blockbuster *Mighty Morphin Power Rangers* on not one but three Sega systems! They're coming to your Sega CD, Genesis, and Game Gear. These three kicking games have one thing in common — tons of high-energy Fighting action. Battle Rita Repulsa and her horde as any of the Rangers, put your Power Zords up against really big bad guys, and save the world from evil. No matter which version you choose, these games are mighty, they're morphin, they're power filled, and they're hot!



Sega CD

Mighty Morphin Power Rangers Sega CD offers up spectacular live-action game play in Tru-Video form. This completely new game is based fully on nine — count 'em, nine— episodes of



Zack holds up his Power Morpher and calls on his DinoZord to become Black Ranger. Mastodon!



The five Power Rangers come together to take out Rita Repulsa and her goons on the Sega CD.



Do battle with Goldar in vividly real live action.

actual video footage from the No. 1 TV show. You control the incredibly real Fighting. The Interactive Movie interface depends on your skill to make all the correct decisions and to move at the right times. Decide when to Kick or Slash, when to Jump, and when to Dive right or left. The world is depending on you to stop Rita Repulsa.

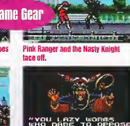

Pink Ranger's fighting abilities are put to the test.


Black Ranger's doing what he does best — taking on Rita's henchmen.



Kimberly draws her Power Morpher and activates her DinoZord. Pterodactyl!

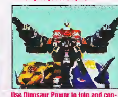




Watch out for King Sphinx — he does the body slam of the century.

Pink Ranger and the Nasty Knight face off.


Take your MegaZord up against Rita's No. 1 bum, Goldar.



Rita Repulsa wants to rule the earth, and it's your job to stop her.



Choose from three Power Zords.

Use Dinosaur Power to join and control the Zords.

Join Jason, Billy, Kimberly, Zack, and Trini with *Mighty Morphin Power Rangers* Game Gear. This spectacular to-go title lets one or two players (Gear-to-Gear) play as one of the five Power Rangers or any of the three Power Zord characters. In the two-player Battle game you can even play as one of the seven enemies. The Story mode has your Rangers doing the dance of danger against Rita Repulsa and her evil space aliens. All the Power Rangers have their own special fighting techniques for you to use as you stop Rita from taking over the world. Jump into the action as the top-rated television series comes to your Game Gear.

Get Green Ranger to Join Forces


Fight and beat Evil Green Ranger...


...and he'll become a member of your team.

HOT HINTS

- ✔ Red Ranger is the fastest.
- ✔ Black Ranger and Yellow Ranger have projectile weapons.
- ✔ Blue Ranger has a staff attack.
- ✔ Pink Ranger has a grappling take-down move.

Continued on page 24

Mighty Morphin Power Rangers

Genesis



Let loose the MegaZord's Smash Bomber by hitting Down, Down/Toward Diagonal, Toward, and the Attack button.

Raise terror from above with Yellow Ranger's Tiger Crasher by tapping Down and Attack while in the air.

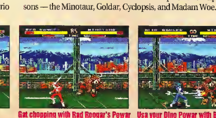
Mighty Morphin Power Rangers Genesis gives Fighting fans two terrific modes of play. Choose the One Player Scenario Mode, and at the outset you battle as one of the five Power Rangers. Defeat your opponent and fight using the combined strength of the crew as the MegaZord. Stop Evil Green Ranger, and he joins the Rangers after being convinced of his error. In all, you can fight through the Scenario using nine characters — including two Zords — each with up to four special moves and hidden super moves. Select Two Player Battle Mode to go head to head with an opponent using one of 12 fighters in six battle stages. Here you not only get to do battle as Rangers and Zords but also can select four of Rita Repulsa's henchpersons — the Minotaur, Goldar, Cyclopsis, and Madam Woe. GA



Skewer your enemies with Pink Ranger's Dino Arrow by tapping Away, Toward, and Attack.



Knock 'em for a loop with Black Ranger's Hurricane Tackle. Just press Down, Away/Down Diagonal, Away, and Attack.



Get chopping with Red Ranger's Power Sword by hitting Down, Up, and Attack.



Use your Dino Power with Blue Ranger's Dino Lance. Tap Away, Toward, and Attack to help 'em get the point.



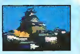
Once you've overcome Evil Green Ranger and he joins your fold (as Green Ranger), you can bust an enemy with his Thunder Dragon by pressing Buttons A and B rapidly.



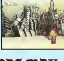
Raise the temperature with DragonZord's Heat Horn by hitting Away, Toward, and Attack.

The most fun you've had with your CD since you learned those suckers could fly.









WARNING: These cartoons may cause serious laughter in adults!

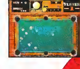
Reality has been turned upside down and only the right combination of switches and buttons will replace chaos with order. Choose the wrong switch and **WATCH OUT!** A unique, original, and hilarious adult puzzle game.

- Famous places, exotic places and dangerous spaces!
- Over 1,000 different scenes!
- State-of-the-art one-player action puzzle.
- Intended for mature audiences only.









Rack up some intense pool action!

Shoot your way through straight pool, player vs. CPU action, or new trick shots. Check out the full-motion video story mode or chill to new blues, jazz and rock tunes.

- Competition Mode with teams and prizes.
- Instant shot replay on command.
- Timed play option (10 seconds between shots).
- Winning Table keeps track of the hottest sharks.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ SYSTEM.



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World Wrestling Federation and its logo are registered trademarks of TitanSports, Inc. All Rights Reserved.



Call the Data East Tipline for hints and tips on all Data East games!
1-900-454-5HELP
95 first minute/75 each additional minute.

Acme Action Ahead

Desert Demolition

The Continuing Chase

After years of being adversaries, you'd think these two would learn. But no — the chaser and chasee are still at it — to the amusement of audiences worldwide. This title gives you two very different games. As Road Runner you get a high-speed, wild ride of an adventure. You dash through the game taunting the "genius" and thwarting his (hopefully) feeble attempts to catch you. Playing as Wile E. Coyote, you build fantastic traps and use your obviously unlimited credit at Acme to collect gadgetry that furthers your pursuit of the tempting taste treat.



Beep! Beep! (Splat!)

The terrific comic artwork in *Desert Demolition* will amaze you. You'll feel like you've directly entered the cartoon. You'll blast through cactus-filled deserts; climb, leap, and gadget your way through towering buttes; chase across the tops of trains; maneuver through warehouses; and blaze through sleepy border towns. The music makes the cartoon feel even stronger — you get tunes that are directly linked to the characters' movements — just like in the great original Warner Bros. orchestrations. Lastly, expect to see a lot of old friends. You get cameos from some of the Looney Tunes greats like Bugs Bunny, Porky Pig, Elmer Fudd, Sylvester, Tweety, and Daffy Duck. This one's going to be hot — more details in a coming *Sega Visions* issue.



Try on your Acme Birdman Suit and wing your way to catching Road Runner.

These little fellas with sticks of dynamite strapped to their backs have what you might call...explosive tempers.

Wile E. Coyote takes a ride on the obligatory Acme Catapult. Just hope your landing is painless.

OVERVIEW

What do you get when you pit sheer speed against crazed cartoon contraptions? You get *Desert Demolition: Starring Road Runner & Wile E. Coyote*, of course. This one-player fur-and-feather-flying festival lets you play as either the zipping and zany bird or the always hungry and inept coyote genius. With scads of amazing Acme gadgets, like Spring Shoes, Rocket Skis, Jet Packs, and Jackhammers, you blast through multipath levels in your quest to capture the Road Runner or evade the snapping teeth of Wile E. Coyote. This game tosses you straight into the wacky world of Warner Bros. Action and keeps you in stitches.

PUBLISHER: **Sega** PLAYERS: **1**
CONTROLLER: **3-Button**
NYR Not Yet Rated

Collect as many Acme Stamps as you can while avoiding Wile E. Coyote.

Gosh, those Acme Rocket Skates sure do look fun, Wile E.




Playing with dynamite again? Can you say singed coyote?

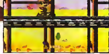

Genius. Sure, Wile E. Right.


Yikes!


Here we have a cameo from Sam Sheepdog of Sam and Ralph fame. Morning Sam!


The ol' rock and teeter-totter, huh? Hope you're getting air miles on this trip, pal.


Our model is now sporting the finest in tall footwear. These Acme Spring Shoes are the very height of fashion.


Better get those legs pumping if you're gonna catch Road Runner.


Meet Mr. Astronaut himself. Leap from rocket to rocket without falling in this stage.

Road Runner or Wile E. Coyote





Play as either Road Runner or Wile E. Coyote (we suggest both, in whichever order you wish). The Road Runner portion of the game has you outspeeding and outwitting the fur-bag. As Wile E., you try to snare bird-breath.

"This game is fantastic!"

-Game Informer

Now would be a perfect time to defeat the Mad Doctor - one of those rare moments when he's not beaning you with boiling acid...Too bad he's got you in a paralyzing trance!

A "Master-piece...the game has no flaws... the control is perfect."

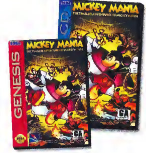
-DieHard GameFan

The Library's a safe place, right? Shows how long it's been since you've been there! Watch out -- warmongering weasels await you! And that's just the beginning. There are over 23 levels in all.

"Top notch animation... perfect!"

-Electronic Games

This is it. The final showdown with Pete, and you're packing...marbles? You're gonna be toast unless you can get the big guy to back his fat butt onto those poisoned spikes! (Did we say final? Not on Sega CD -- you "lucky" ducks get one more bonus level to fight your way through -- not to mention incredible CD sound playing at your funeral!)



........IT'S BEGUN.





ESPN SUNDAY NIGHT NFL

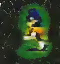
WE'VE GOT SOMETHING YOU WON'T SEE IN ANY OTHER GAME. (YOUR RECEIVERS)





E-Z CAM ZOOMS IN ON THE BALL CARRIER SO YOU'RE RIGHT THERE TO SEE EVERY BONE-CRUSHING HIT AND SHOESTRING TACKLE

Real quarterbacks don't look through passing windows when they drop back, so why should you? ESPN Sunday Night NFL gives you a full-field perspective, so you can check off all your receivers while reading a nickel zone, or burning a cornerback in man-to-man.



GIVE 'EM THE OLD SHAKE 'N BAKE WITH UNIQUE SPIN MOVES AND SPEED BURSTS

From the moment your QB releases the ball, you've got complete control of your receivers. And when you complete the pass, the E-Z Cam zooms right in on the action. But don't fumble, or you'll be humiliated by Chris Berman taunting you from the booth (realism has its price).

ALL 28 NFL TEAMS



FULL CONTROL OF YOUR RECEIVERS AT THE RELEASE OF THE BALL LETS YOU RUN UNDER THE BOMB OR COME BACK FOR AN UNDERTHROWN PASS

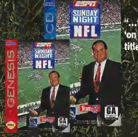
The game has audibles, updated NFL rules (like the 2-point conversion), and play options most other games wouldn't even understand. You can play an entire season in the rain, sun and snow, and save all your stats with the battery back-up.

ESPN SportsCenter



CAN YOU SAY F-U-M-B-L-E? CHRIS BERMAN CAN, AND WILL, LIVE FROM THE BOOTH, ON SEGA CD. THERE'S EVEN MORE BERMAN, PLUS OVER 10 MINUTES OF VIDEO HIGHLIGHTS

So if you love passing windows, buy another game. If you love passing, buy ESPN Sunday Night NFL.



"...the game features the most intuitive 'on the fly' passing game of any football title that we've played to date."
-DieHard GameFan

SONY IMAGESOFT

EVERYTHING ELSE IS JUST PRACTICE.™

(VERTICAL VIEW)



IF YOU THINK ALL HOCKEY SIMULATIONS ARE ALIKE, THIS ONE WILL GIVE YOU A NEW PERSPECTIVE.



ESPN National Hockey Night takes you out of the nosebleed section and throws you right down on the ice. This is the only hockey simulation with two perspectives - vertical and side views. So when your center gets checked into the boards, you can see it from the boards. And when your right wing floats a pass through the crease from behind the net, you can watch it from behind the net.

REAL HOCKEY PLAYERS WERE FILMED AND DIGITIZED INTO THE GAME. (OVER 10 MINUTES OF VIDEO HIGHLIGHTS ON SEGA CD.)

The players aren't just big. They're huge. And so is the ice surface. So all the action is right in your face.

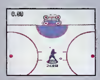
REALISTIC PUCK PHYSICS. THE PUCK FLIPS AND BOUNCES AROUND THE ICE LIKE THE REAL THING.

The slap shots, wrist shots, drop passes, and flip passes, all with the most realistic puck physics you've ever seen. Did you say hitting?



A BIGGER ICE SURFACE THAT ALLOWS BEHIND-THE-NET ACTION

ESPN National Hockey Night lets you dish out three different kinds of checks (on Sega CD you can dish them out to all the real players in the NHL). And if that's not enough to make you hum "Oh Canada," ESPN's Bill Clement is there in the booth every step of the way. So if your star goalie suddenly becomes a sieve in the Stanley Cup® Finals, Bill won't let you forget it.

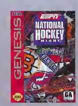


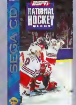
ALL 26 NHL® TEAMS

FULL 84 GAME SEASON, AND A BATTERY BACK-UP THAT SAVES YOUR TEAM'S RECORD

Check out ESPN National Hockey Night.

It'll give you a whole new perspective on hockey.





EVERYTHING ELSE IS JUST PRACTICE.™



BUY 2 GET 1 FREE SEGA CD GAMES FROM SONY IMAGESOFT®

NAME______________________________ AGE________
ADDRESS______________________________
CITY, STATE, ZIP______________________ PHONE (___)________
STORE WHERE PURCHASED______________________ SEX________

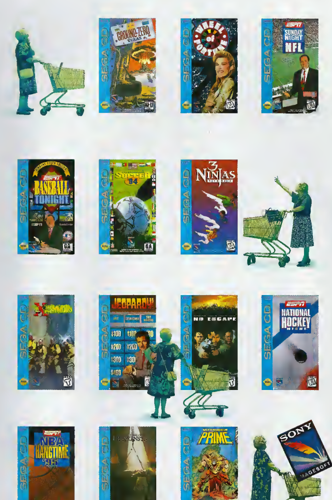
Please rank choice for free game (1-3 in order of preference) Free games shipped based on availability

____ The Exterminators ____ Ground Zero Texas ____ NBA Hangtime '95 ____ ESPN Sunday Night NFL
____ Wheel of Fortune ____ Championship Soccer ____ Jeopardy! ____ ESPN National Hockey Night
____ Frankenstein ____ 3 Ninjas Kick Back ____ Prime ____ ESPN Baseball Tonight ____ No Escape

Mail this coupon, your receipt and the UPC bar codes for your two new games plus a check or money order for $3.75 for shipping and handling to Sony Imagesoft, PO Box 4000, Dept 1215, Carrollton, GA 30117. All requests must be postmarked by March 15, 1995

Please allow approximately 8 to 12 weeks for delivery. Offer not valid in combination with any other Sony Imagesoft offer. Void where prohibited. Valid in the USA and its territories only

Finally, a coupon you can get excited about.



GROUND ZERO TEXAS
WHEEL of FORTUNE
ESPN SUNDAY NIGHT NFL
ESPN BASEBALL TONIGHT
3 NINJAS
JEOPARDY!
NO ESCAPE
ESPN NATIONAL HOCKEY NIGHT
ESPN NBA HANGTIME '95
PRIME
SEGA CD

Sega FEATURE

The Sega Is Rockin Coast t

CALL YOUR CABLE COMPANY TO FIND OUT HOW YOU CAN GET THE SEGA CHANNEL!

STOP JUST WATCHING TV

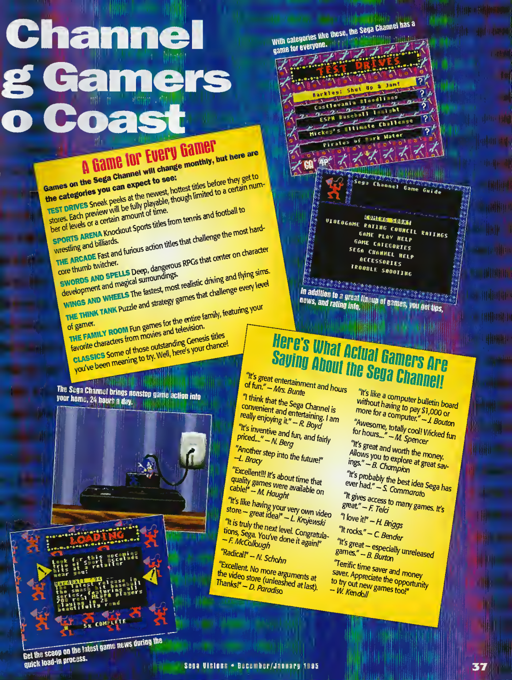
Sega gamers in 12 major markets have seen the future of video games. The Sega Channel debuted this fall, and the response has been overwhelming.

The Sega Channel is a dream come true for Genesis owners. Using a special adaptor that plugs into your Genesis, the Sega Channel delivers up to 50 games a month via cable. You can play as long as you want, 24 hours a day, for one low monthly charge.

This modern marathon of non-stop game action was created through a partnership between Sega, Time Warner (the world's leading media and entertainment company), and TCI, the world's largest cable company.

But don't take our word for it. Look what other gamers have to say about the only channel that gives you game after game, right in the comfort of your own home.





Channel
g Gamers
o Coast

With categories like these, the Sega Channel has a game for everyone.

In addition to a great lineup of games, you get tips, news, and rating info.

A Game for Every Gamer

Games on the Sega Channel will change monthly, but here are the categories you can expect to see:

TEST DRIVES Sneak peeks at the newest, hottest titles before they get to stores. Each preview will be fully playable, though limited to a certain number of levels or a certain amount of time.

SPORTS ARENA Knockout Sports titles from tennis and football to wrestling and billiards.

THE ARCADE Fast and furious action titles that challenge the most hard-core thumb twitcher.

SWORDS AND SPELLS Deep, dangerous RPGs that center on character development and magical surroundings.

WINGS AND WHEELS The fastest, most realistic driving and flying sims.

THE THINK TANK Puzzle and strategy games that challenge every level of gamer.

THE FAMILY ROOM Fun games for the entire family, featuring your favorite characters from movies and television.

CLASSICS Some of those outstanding Genesis titles you've been meaning to try. Well, here's your chance!

The Sega Channel brings nonstop game action into your home, 24 hours a day.

Get the scoop on the latest game news during the quick load-in process.

Here's What Actual Gamers Are Saying About the Sega Channel!

"It's great entertainment and hours of fun." – *Mrs. Bunte*

"I think that the Sega Channel is convenient and entertaining. I am really enjoying it." – *R. Boyd*

"It's inventive and fun, and fairly priced...." – *N. Berg*

"Another step into the future!" –*L. Bracy*

"Excellent!!! It's about time that quality games were available on cable!" – *M. Haught*

"It's like having your very own video store – great idea!" – *L. Krojewski*

"It is truly the next level. Congratulations, Sega. You've done it again!" – *F. McCollough*

"Radical!" – *N. Schohn*

"Excellent. No more arguments at the video store (unleashed at last). Thanks!" – *D. Paradiso*

"It's like a computer bulletin board without having to pay $1,000 or more for a computer." – *J. Bouton*

"Awesome, totally cool! Wicked fun for hours...." – *M. Spencer*

"It's great and worth the money. Allows you to explore at great savings." – *B. Champion*

"It's probably the best idea Sega has ever had." – *S. Commarato*

"It gives access to many games. It's great." – *F. Telci*

"I love it!" – *H. Briggs*

"It rocks." – *C. Bender*

"It's great – especially unreleased games." – *B. Burton*

"Terrific time saver and money saver. Appreciate the opportunity to try out new games too!" – *W. Kendoll*

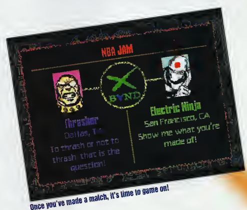
Cyberspace for Gamers

Go Head to Head via Modem

A code name gives other players X-Band a way to find you. You enter your handle with a control pad or with a keyboard.



You can do a lot more on X-Band than just play games.



Once you've made a match, it's time to game on!

Genesis Gaming Goes Online

Now you can play in Genesis game tournaments against hundreds of gamers. Send and receive private messages. Cruise cyberspace under the alias of your choice. And catch the latest news on the world of Sega. All from your house, on your Genesis, with the X-Band Video Game Modem from Catapult Entertainment.

Look at the X-Band as your on-ramp to the fast lane on the info superhighway. It allows you to do with your Genesis what other people do with their computers: hook up to a service, yak, gamer the latest news, and play games. The difference is, X-Band's place in cyberspace is dedicated to video gamers only. And right now it's available only on the Genesis.

You can get the X-Band modem and hook up to the on-line service in mid-November. The first five markets for X-Band are Los Angeles, New York, San Francisco, Dallas, and Atlanta, with other metro areas to follow. The first network-playable games are Electronic Arts' *NHL '94* and *'95* and *John Madden Football '95;* and *Mortal Kombat, Mortal Kombat II,* and *NBA Jam* from Acclaim Entertainment. Other hot, tournament-ready titles will follow soon.

Plug 'N Play

The X-Band Video Game Modem works with your existing Genesis setup. All you do is plug it into your Genesis, plug the game cart into the X-Band, and plug your X-Band into a phone jack. Now power up, and you're reaching into cyberspace. Logging on is simple and works like other online services. You select your X-Band name and the image by which you wish to be identified, then enter some information about yourself. The X-Band allows you to connect to the closest entry point, so every call you make is local.

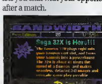
X-Band is cool because it can automatically link you with a player of similar skill. Parents will like X-Band because the basic service is only $7.95 a month, which includes 32 connect credits. Each additional match costs only a quarter. Long-distance calling (like hooking up to the New York X-Band board when you're in San Francisco) can be blocked and play time can be limited to specified days and hours. Your folks can change the restrictions to accommodate certain events, like when you make honor roll and ask for more X-Time.

Do you hold your challengers in scorn? Let 'em know with a taunt that flashes up with your picture.



Heavy on the Hidden Stuff

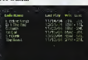
X-Band doesn't stop at opening up cyberspace for Genesis gamers. Catapult has worked a ton of codes and other secret stuff into the modem and control interface. So far, *Sega Visions* has learned that there will be codes to bring up a secret maze game, change the sounds that you hear from X-Band, get the graphics in new typefaces and colors, play *Pong* or even wilder *Fish Pong*, and view different types of stats. You can even enter a code that lets you chat with your opponent after a match.



BANDWIDTH is the X-Band online magazine. Watch for regular updates from Sega Visions.



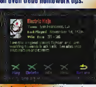
Want something a little weirder? Try this on for size: Darken the room at the player-select screen, turn off the TV (but not your Genesis!), and scan your eyes past the red LED lights on the front of the X-Band Video Game Modem. See anything hanging in midair in front of your eyes? It may take you one or two tries to get it right. But once you do...whoa! It's called Joggler Vision, and it's just one of the crazy things that you'll see on the X-Band.



What chumps have you played recently? Check your stats to find out.



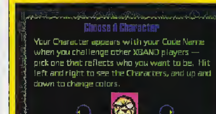
You can use E-mail to send challenges. Of course, your opponents can send challenges to you as well. You can even trade homework tips.



Wonder what your challenger is about? Check the player list for more information.

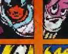
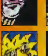
Who Are You?

What do you want to look like in cyberspace? X-Band gives you 40 basic faces, with color cycling to give you more choices.



Pick a face. Any face.



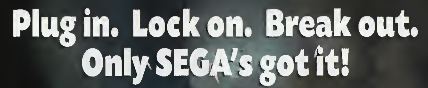








Read it Here!

One of the neatest features of X-Band is *BANDWIDTH*, the online newspaper. Check out *BANDWIDTH* to get the latest on what's happening in the world of Sega and to find out about upcoming tourneys, new games available on X-Band, and other cool X-stuff. And *BANDWIDTH* will feature regular cuts from *Sega Visions* before other kids get it in print!


Plug in. Lock on. Break out.
Only SEGA's got it!

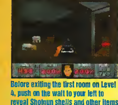
The Next Generation Of Terror

Doom 32X Delivers New Levels of Mystery and Mayhem

Are You Doomed?

Yeah. Doomed to have a good time!

Doom 32X places you in a world jammed with hungry monsters, all looking for their next meal. Make sure you're not on the menu. Featuring 17 huge mission levels and eight weapons, including the infamous Chain Saw, *Doom* offers one of the most intense gaming experiences yet. The game carries a hefty rating for the graphic, critter-carcking content. It's not for the young gaming audience. This is fun on a more mature level.



Before exiting the first room on Level 4, push on the wall to your left to reveal Shotgun shells and other items.

As one of Earth's toughest Space Marines, you must blast your way through dimly lit hallways in an attempt to escape the overrun base on Phobos, the second moon of Mars. The creatures took down your friends, turning them into the walking dead, and now it's all up to you. You have no friends in *Doom*. If it moves, shoot it until it's dead and bled.

You start the game armed with a Pistol. Search and shoot to uncover Shotguns, Chain Guns,



If you get lost, push Button Z to take a look at your map.

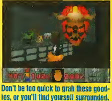


OVERVIEW

Welcome to the hallways of...heck. Where the recently dead and nightmarish roam the corridors, searching for more than a passing taste of your hide. Where weapons abound, as do opportunities to use them. Where Imps twitch and shudder under the caress of a Chain Saw. *Doom* for 32X is a fast-paced first-person Shooter that brings the color, action, and sheer excitement of the acclaimed PC title to 32X in a one-player blast-fest royale with all-new levels that will challenge even the most experienced players. More monsters and mutant beasties than you can shake a Plasma Rifle at chase you through maze after maze and level after level of a base infested with slavering, foam-jawed, sharp-fanged creatures. Secret rooms and hidden areas conceal power-ups and some pretty impressive weaponry. Sound like fun? Ha! You ain't seen nothing yet! To get you started, we've included maps for the first two levels. After that, you're on your own. Remember: Shoot first, and don't pet no monsters.

PUBLISHER: **Sega** PLAYERS: **1** MATURE

CONTROLLER: **3- or 6-Button**



Don't be too quick to grab these goodies, or you'll find yourself surrounded.

You're history.

Chain Saws, and more. Ammo is fairly easy to find early on, and much tougher to get as you advance in the game, as are Armor and Soul Sphere power-ups. Medikits and Stimpacks restore your health but are not always plentiful, so use them only when you really need them.

The key to beating *Doom* is wasting the thousands of beasties that inhabit the base, but there is more to the game play than that. You can do better scorewise by getting through each level faster and by finding the hidden items. Any trigger-happy gamer can move around in the levels. But it takes some brains to do it right.



Fall into the sewage and race to this secret door in Level 5.



Use the BFG9000 (if you can find it) to clear out large groups of enemies.

A Tour of Level 1

Start

Exit

This Is Where It All Starts

1. Head left at the beginning of Level 1 to acquire a Suit of Armor and a Shotgun.
2. Open this secret door to reveal ammo and Medikits.
3. In this open area, you find a Suit of Blue Armor.
4. After killing all the Demons in the exit room, head to this point to find Shotgun shells.





Rejoice when you see this green Invincibility Sphere, because it means you won't be hurt for a short time. Yes!



Many Imps in a nice, tidy box. Get rid of them before they find their way out.



Line 'em up and take 'em down.



Don't just stand there. Fight back!



Watch your back after riding this lift on Level 4.

Cacodemons have a hard time firing back when you attack them with the Chain Gun.

Flip this switch to raise the bridge to the exit of Level 4.

Level 2: A Survivor's Guide

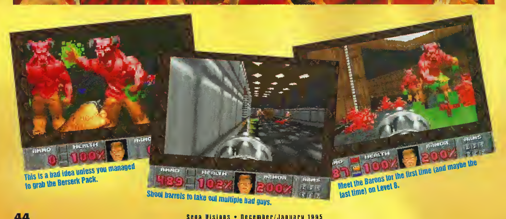
Power-Ups Galore Await

1. Open this secret door to reveal a Medikit and a switch.
2. After flipping the switch, run to the right of the map to gain a Soul Sphere.
3. Collect the red key at this point.

Exit

Start

4. Flip the switch on this pedestal to open the door leading to numbers 5 and 6.
5. Open this secret door and collect the Backpack.
6. Shoot this wall to reveal a secret corridor.
7. Open this secret door to find some power-ups.
8. Find the switch on Level 2 to lower this Chain Saw.
9. Go through this secret door to easily take out the monsters in the next room.



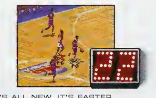
This is a bad idea unless you managed to grab the Berserk Pack.

Shoot barrels to take out multiple bad guys.

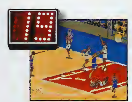
Meet the Barons for the first time (and maybe the last time) on Level 8.

SPEND THE REST OF YOUR LIFE 24 SECDNDS AT A TIME.





NBA® LIVE'95. IT'S FAST. IT'S ALL NEW. IT'S FASTER.



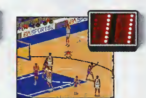




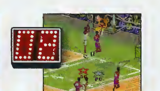
IT'S PASSIN'. BEHIND-THE-BACK. THAT'S FAST. ON THE RUN. THAT'S FASTER. DUNKS.







THEY'RE FAST. ALLEY-OOPS. THEY'RE FASTER. LAY UPS. THREE-POINTERS. BACKIN' IN.





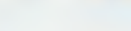
ALL FAST. FAST BREAKS. LIGHTNING FAST. IT ROLLS. IT ROCKS. IT PICKS. IT BLOCKS.







OH, AND IT'S FAST. READY FOR ANOTHER 24?













Sneak Peek

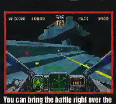
GENESIS 32X

Star Wars Arcade Rockets Home

Feel the Force on 32X

The Legend Lives On

Star Wars Arcade 32X gives one or two players the power of the Rebel Alliance and the Force in an all-out battle against Darth Vader and the evil Empire. The game couldn't have a better heritage. It's based on one of the most exciting stories of all time and includes major characters like Luke Skywalker, R2-D2, and the master of the dark side himself, Darth Vader.



You can bring the battle right over the decks of Imperial Star Destroyers.



Star Wars 32X comes straight from the arcades. Hmm. Looks like love.

Remember the explosive X-wing combat scenes with Luke and R2-D2? Now experience the same action as the pilot of your own X-wing with R2-D2 in your backseat, or with a friend manning the second laser cannon in a Y-wing for two-player action. You are armed with laser cannons and proton torpedoes. You can operate your X-wing or Y-wing fighter in two views, from inside the cockpit or behind the ship. Being in the cockpit offers the advantage of seeing enemy TIE fighters as they approach from behind. You also get spectacular 3-D views of the combat, especially when you move in on large vehicles or hug the trenches on the Death Star.



When you play in the behind-the-ship view, onscreen warnings let you know when danger is near.

The behind-the-vehicle view gives you an entirely different game feel. You engage in combat that's more on the edge. Since you have no radar to give you advance warning of incoming enemies, you have to rely on sound, enemy laser bursts singing past your wings, and onscreen messages that leave you little time to react and get clear.

Each mission pits you against larger squadrons of TIE fighters, Star Destroyers, and finally the Death Star itself. If you think you're a hot fighter jock in the arcades, try your skill on real arcade action at home with 32X and *Star Wars Arcade.*



Asteroid fields test your ability to maneuver while under fire.



When you run out of shields and take a hit, you go boom!

OVERVIEW

A long time ago in a galaxy far, far away...There! We had to say it! Everybody knows *Star Wars*, the coolest movie series and video-game world ever created. *Star Wars* coin-op gives sit-down gamers the power to feel the Force behind the stick of an X-wing fighter in super-realistic, polygon-based space combat. Now the massive processing power of the 32X is allowing Sega to bring the arcade version to you complete with all the color, speed, and excitement. At last, a port of an arcade game that delivers the entire original, plus an all-new 32X exclusive game.

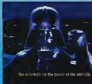
PUBLISHER: **Sega** PLAYERS: **1 or 2**
CONTROLLER: **3- or 6-Button (6-Button recommended)**

KIDS TO ADULTS K-A

The Good, the Bad, And the Ugly

Well, you're the good guy. And since about a million of you are going to be playing this one, we can't put all your faces in this little box!





Darth Vader is the bad guy. His presence will haunt you throughout the game, until the final, cataclysmic showdown, if you survive to meet him! May the Force be with you.

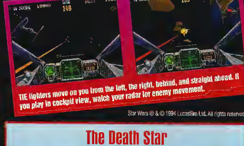


Admiral Ackbar bears more than a passing resemblance to a pop-eyed mudskipper, so he is the ugly. But he's a first-class admiral and a good guy. Show a little respect, flyboy!

TAR
ARS®
CADE



The behind-the-ship view shows off the spectacular action of space combat, Star Wars–style.

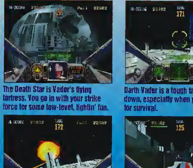

TIE fighters move on you from the left, the right, behind, and straight ahead. If you play in cockpit view, watch your radar for enemy movement.

HI-SCORE 12000 TIME 102 PILOT 12000

Fire proton torpedoes when you get a lock on an enemy. They have greater range than your lasers.

While you enter light speed and head to your destination under R2-D2's control, Admiral Ackbar outlines your mission objectives.

The Death Star


The Death Star is Vader's flying fortress. You go in with your strike force for some low-level, fightin' fun.

Darth Vader is a tough target to pin down, especially when you're fighting for survival.

High-powered laser cannons top towers. Use your first few passes to take them out.

Drop down into the trench to go after the reactor core.



Hot from the Arcades

32X Racer Screams Past Competition

OVERVIEW

Roaring engines. Burning tires. And speed, speed, speed. *Virtua Racing Deluxe* for the Genesis 32X delivers wheel-clenching realism like nothing you've seen before. The arcade sit-down megahit lands on the 32X with blistering-fast polygon graphics, 32,000 colors, and speed like you've never seen on any home-video arcade-Genesis system. And with new high-powered vehicles, more types of play, and more tracks than the original, it puts you in control like never before. So buckle up and get ready for some white knuckles. You're in for a way wild ride.

PUBLISHER: **Sega**
CONTROLLER: **3- or 6-Button**
PLAYERS: **1 or 2**

Floor It!

The options in this game put you in the driver's seat like never before. You choose from three racers: the original Formula Car, the Stock Car, and the Prototype Car. Then choose from two modes of play. In Virtua mode, you try to fight your way to the front of a 16-car pack. If record breaking is your style, take a crack at Time Attack mode. Every combination of car, track, and transmission has a lap time to beat.

But your options don't end there. Now you've gotta choose a track. Big Forest, Bay Bridge, and Acropolis have new enhanced graphics. But if you're ready for a new challenge, try Highland and Sand Park. Highland puts the player in the middle of a Virtua city. Sand Park will leave you sweating as you slam your way through miles of twisted, rocky terrain. You can take on a friend in head-to-head split-screen action. And of course you've still got the choice of four awesome views that made the original *Virtua Racing* so great.

So what else can we say? To find out more about this incredible new game and the awesome 32X system, you're just going to have to play it for yourself.

Gut-Wrenching New Tracks

Highland

The most challenging Virtua course yet features a 90-degree turn and a helmet-scraping underpass, among other things.

Sand Park

The twisting roads will leave you laughing at Big Forest.

Choose Your Vehicle

Formula Car

Difficulty Beginner
Handling Moderate
Acceleration Moderate
Slide Control Moderate
Top Speeds 328 km/h automatic, 330 km/h manual

Stock Car

Difficulty Intermediate
Handling Excellent
Acceleration Excellent
Slide Control Excellent
Top Speeds 286 km/h automatic, 291 km/h manual

Prototype Car

Difficulty Advanced
Handling Moderate
Acceleration Fair
Slide Control Fair
Top Speeds 381 km/h automatic, 387 km/h manual

What Deluxe Means

- New tracks with incredible backgrounds and some surprising twists
- New classes of racing machines
- More than 32,000 colors
- New bone-rattling sound effects and music
- Doubled polygon graphics for twice the resolution and incredible 3-D images
- Speed, speed, speed!



VIRTUA RACING DELUXE

Get in, sit down, shut up, and hold on!

Controlled slides are the key to fast laps with the Stock Car. Hold the D-Pad in the direction you want to turn, let the car skid as far as it can before losing control, let up on the D-Pad, and quickly hold it down again. Repeat until the car is safely around a bend.

When making a tight turn, professional racers use this technique: Start the turn high, cut the inside of the track close, and come out of the turn high.

If you find yourself facing the wrong way, bump against a wall to turn yourself around.

If you're an incredible cheese ball with no regard for sportsmanship, pause the game at an impossible turn, point away, and say, "Hey, was that Elvis?" When your opponent looks, unpause. Heh, heh, heh.

The infamous "backward S" portion of the Bay Bridge track will throw you for a loop if you don't slow down.

HOT HINTS

- ✓ Draft off other cars: Get behind your opponent, match his speed, then steer around 'em and slingshot past.
- ✓ With the manual transmission, downshift instead of braking or easing up on the accelerator.
- ✓ At the fork beyond the Sand Park track's last checkpoint, take the right side to shave a second off your lap time.
- ✓ Don't stop at the Pit unless your car is in bad shape. It eats more time to Pit In than to keep going with mild damage.
- ✓ With manual transmission, wait for the tachymeter to reach 16,000 rpm before shifting.
- ✓ You can complete Big Forest in the Stock Car without downshifting, braking, or letting up on the gas.
- ✓ The Bay Bridge track contains a secret area. Use it in Virtua mode to escape heavy traffic.
- ✓ Although the highest overhead view lets you see the upcoming track, you lose sight of your car in a tunnel or overpass.
- ✓ Finish all five courses in first place in either Normal or Hard mode, and explore the Options screen. You'll find a surprise.

Mommy,

what are those two SEGA machines doing?

Doom™



Motocross Championship™

Cosmic Carnage™

Attaches to your Sega Genesis to bring the **32-BIT GAMING EXPERIENCE** home.

32-BIT POWER AND PERFORMANCE

- 40 times faster than 16-bit machines.
- Over 32,000 colors & realistic 3-D graphics.
- Full library of new 32-bit games (and plays all 16-bit Genesis & Sega CD games!)

The **arcade experience** at home — for about **$160.**

The kind of intense, **next GENERATION** games you'd expect only from **SEGA!**

Wanna know more, call **1-800-32X-SEGA.**

CALL 1-800-771-3772 FOR GAME RATING INFORMATION.



Arcade Fighter Shreds on 32X

All the Colors, Animation, Speed, and Sound of the Upright

MORTAL KOMBAT II®

The Dead Pool looks just like it does in the quarter-chowin' version — chains and all.


Check out the depth on the 32X stages. Hey, Reptile! Don't slip, buddy.


Subbie sends Scorpion a few cubes. The carrion eaters are flying in the background again.



With double the colors of the Genesis version, Mortal Kombat II on 32X rules. Isn't Reptile a friendly guy?


Kitana gives Reptile a lift. The background detail has returned on the 32X.


Liu Kang gives Johnny Cage a facial massage with his flying feet. You'll find the weaponry back where it belongs in this stage.


The Pit looks like its old self, including the fighters on the background bridge. Kung Lao sure is nice to offer Kitana his hat.

Only on 32X!

Mortal Kombat II for 32X absolutely wails. This is what's in store for you:

✓ You get twice the number of colors that were displayed on your Genesis version.

✓ Every killer frame of animation that's in the quarter muncher is here.

✓ All the sounds and voices of the arcade are here...the screams, the kombatants' names, the trademark "Fight," and more.

✓ Look for all the incredible introductory sequences.

✓ Want your missing foreground and background graphics back? They're in there.

✓ The speed and the intensity kick serious butt. Just like in the arcade version.

✓ How about all the secrets and hidden features of the upright, including the stages themselves? They're yours.

✓ You get *Mortal Kombat II* in all its glory — only on 32X!

Enjoy these early screens. *Sega Visions* will give you the whole scoop, including a rundown of the Babalities, Fatalities, Friendships, and Mortal moves in a coming issue. The *Mortal* madness continues.

OVERVIEW

Why 32X? Where else can you get nearly identical versions of the arcade hits without coughing up the big bucks for the actual uprights? Nowhere else. This is *Mortal Kombat II* for the 32X from Acclaim Entertainment. It has it all. With double the colors of the Genesis, all the sounds of the arcade, the speed, the intensity, and even the cinematics, this cart is a dead ringer for the quarter chomper at your mall. How was this possible? Only the lightning-fast computing power of the dual 32-bit RISC processors and the new 32X stereo digital audio could make this much realism happen. This is *Mortal Kombat II* as it should be.

PUBLISHER: **Acclaim Entertainment** PLAYERS: **1 or 2**
CONTROLLER: **3- or 6-Button, Arcade Power Stick (recommended)**
NYR Not Yet Rated


Looks like Mr. Cage is due to become a dragon snack, courtesy of Liu Kang. The dragon looks like it got all its scales back on the 32X.

GENESIS™

GAME GEAR™





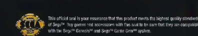


Hey Beavis.
Anybody who plays
this video game gets
to act as stupid
as you do.

Heh-heh.
Hm...yeh...uh...
Shut up, nimrod.

Introducing the game that actually lets you control the destinies of America's leading morons.

VIACOM® NEWMEDIA™





Save the Day in a Sci-Fi Cinematic CD Game



Face evil genetic mutants like Arachnia the spider-woman.

A Mutant Movie Star

Mutated monsters are on the trail of Hiroshi, the innocent son of a famous scientist. Enter the Masked Rider, a motorcycle-driving hero whose genes have been mingled with those of a grasshopper, giving him extraordinary powers. The Masked Rider must protect Hiroshi from the mutant minions of an evil overlord as the two search for the boy's missing father. As you guide him through cinematic locations, you uncover vital information and face nightmarish enemies. Depending on the directions you choose and your ability to carry out commands in combat, you'll encounter many different engagements and outcomes.



The powerful Z-Cycle is mysteriously attuned with the Masked Rider's mind and body.

OVERVIEW

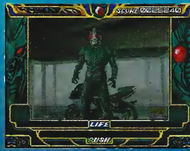
Here's an action-packed story in which your decisions and quick reflexes steer the plot and decide the outcome. *The Masked Rider* is a TruVideo Action, Adventure, and Fighting game. Based on the hit Japanese sci-fi film and featuring scene after scene of spectacular cinematic action, *The Masked Rider* calls upon your ability to quickly follow complex onscreen directions and decide which way to follow a branching plot. Players who want to see just how much real-life action the Sega CD can pack into a fast-moving title should check this out.

PUBLISHER: **Sega**	PLAYERS: **1**
CONTROLLERS: **3-Button**	

TEEN



Kamen Rider ZO



The Masked Rider: a cycle-riding superhero given extraordinary powers in an operation using the genes of a grasshopper.

Masao Asau



The Masked Rider's secret identity and the former assistant of the long-missing Dr. Mochizuki.

Hiroshi

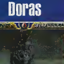


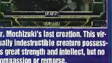
Dr. Mochizuki's only son. You must save him from the evil clutches of Doras as you seek out his lost father.

Dr. Mochizuki

The authority on genetic engineering and the man who created both Kamen Rider ZO and Doras. He has been missing for two years.

Doras





Dr. Mochizuki's last creation. This virtually indestructible creature possesses great strength and intellect, but no compassion or remorse.



a higher level of gaming.
Cut the Cord
remote arcade system
6 button arcade pad
Remember, if it's not SEGA, you lose.
SEGA ARCADE PAD 6 RECOMMENDED
SEGA
Look for These
SEGA
6 Button Controllers
© 1994 SEGA.

Digital Pictures Unleashes a Trio of Sizzling Cinematic CD Games

Live-Action Adventure Coming to Sega CD

Digital Pictures, the company that made video game history with pulse-pounding, live-action, cinematic Sega CD games like *Prize Fighter, Sewer Shark,* and *Ground Zero Texas,* is spinning out new titles that leave you reeling. Digital Pictures has carved out a unique place in gaming history by matching seasoned Hollywood directors with expert game designers to create Interactive Movies packed with action and excitement. Each of these new games was shot in exotic locations and features spectacular special effects and ground-breaking game play.



Slam City with Scottie Pippin

Go one on one with a collection of fast-moving b-ball warriors on the only court that counts — the street. Directed by Ron Stein, the man who choreographed the fight scenes for *Raging Bull* and directed the best-selling Sega CD game *Prize Fighter,* this one-player hoops title features more than two hours of live-action video footage. Beat a lineup of trash-talkin' street players, and you might get the chance to go one on one with Scottie Pippin, the NBA All-Star guard/forward for the Chicago Bulls.

NYR
Not Yet Rated



Slam City jams on Sega CD.



A cast of video-captured characters watches you prove your prowess on the court.



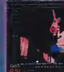
Fingers is one of five challengers in one-on-one action.



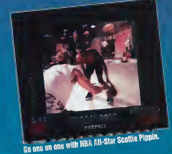
Scottie Pippin talks some trash at ya.



Take the game to the streets, where they play for keeps.



High-flyin' slams highlight the hard-driving action.



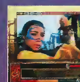
Go one on one with NBA All-Star Scottie Pippin.

Supreme Warrior

Thanks to a veteran martial-arts movie director and some sensational first-person-perspective fighting footage, you can play the role of a kung fu fighter in a fully interactive movie. Directed by Guy Norris and shot on location in Hong Kong, this fast and furious Fighter delivers all the action and excitement of a kung fu flick — with you fighting for your life and the title of Supreme Warrior. Using kicks, punches, and dozens of secret moves, you must defeat four evil warlords and a host of marauding minions. Three skill levels and more than two hours of live fighting footage make this the supreme CD title for first-person battle action.



Give the warlord a face full o' kung fu footwork.



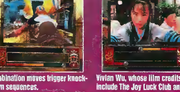
Look for any weaknesses in your enemy's defense.



The evil Earth Warlord has a rather nasty temper.



Combination moves trigger knock-down sequences.



Vivian Wu, whose film credits include The Joy Luck Club and The Last Emperor, plays Yu Ching, your companion and trainer.



Take on the mighty Earth bodyguard, played by martial-arts champ Kim-Maree Penn.

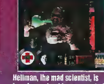
Block fast, or you'll feel these furious fists.

Corpse Killer

Level after level of live-action attacks and deep strategy combine with campy, creepy characters. Filmed on location in the Caribbean, this fast-paced send-up of horror movies leaves you stranded on a mysterious island, fighting a mad scientist with bad intentions and hundreds of zombies with bad hygiene. As if that weren't enough, you're dying of a strange voodoo poison. Directed by John Lafia, whose credits include *Child's Play 2* and *Man's Best Friend*, this harrowing horror game pits you against armies of the living dead in more than 60 hours of game play. Lush locations, spectacular special effects, and nonstop action make this a great, ghoulish adventure for the most seasoned gamer.

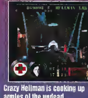


Julie is after a scoop, but she might turn into zombie chow.



Hellman, the mad scientist, is brewing up trouble on a mysterious island.

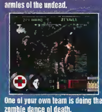




Crazy Hellman is cooking up armies of the undead.



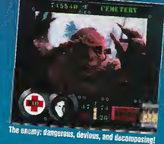
Blast the zombies before they start munching on you.



One of your own team is doing the zombie dance of death.



Winston knows the island, but is he friend or foe?



The enemy: dangerous, devious, and decomposing!

Hot New Sega CD Titles Spinning Your Way

An Exclusive Preview of Four Sizzling Games from Sega

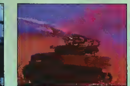
Think you know your Sega CD? Think again. Sega's next crop of CD titles delivers graphics, sound, and speed that'll blast you off the couch. Take *Midnight Raiders*. It gives you live-action chopper mayhem that just couldn't fit on any other platform. Want to script your own Interactive Movie? Go on the lam in the crazed-out world of *Wirehead*. If you're an *Eternal Champions* fanatic, check out the CD version. It packs in more animations, more moves, and more high-kicking characters. And if exploration is more your style, plunge deep into a gorgeous 3-D undersea world with *Ecco: The Tides of Time*. Whichever game you play, the Sega CD delivers.

MIDNIGHT RAIDERS

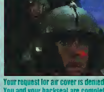
You're armed to the teeth in an AH-64 Apache attack helicopter. That ain't nothing compared to the arsenal you're up against. Your mission: Rescue a kidnapped scientist, take out the enemy base, and come out of it alive, all in the dead of night. Blast choppers, tanks, and snipers before they blast you. Dodge deadly traps to find the terrorist hideout. Then fight the captors one on one. Your commanding officers won't be much help. And the better you play, the tougher your opponents get. Think you're up to this lethal, live-action mission? Nothing less than the fate of democracy rests in your hands. (No pressure.)

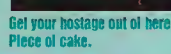
TEEN


Toast 'em in the air...

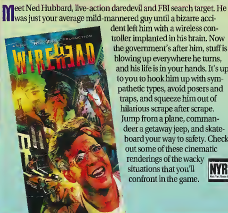

...and on the ground.




Your request for air cover is denied. You and your backseat are completely on your own.


Get your hostage out of here alive. Piece of cake.

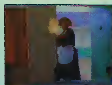
Meet Ned Hubbard, live-action daredevil and FBI search target. He was just your average mild-mannered guy until a bizarre accident left him with a wireless controller implanted in his brain. Now the government's after him, stuff is blowing up everywhere he turns, and his life is in your hands. It's up to you to hook him up with sympathetic types, avoid posers and traps, and squeeze him out of hilarious scrape after scrape. Jump from a plane, commandeer a getaway jeep, and skateboard your way to safety. Check out some of these cinematic renderings of the wacky situations that you'll confront in the game.

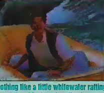


NYR Not Yet Rated


These humorless-looking gentlemen would like to have a word with you.


Not all your enemies are human.


Not again. It's so hard to find good service these days.


Nothing like a little whitewater rafting to get the old adrenaline flowing.



Meet Riptide, a sealaring slicer and dicer.

New guy Ramses III packs a blast from the ancient past.

So you've mastered the Genesis version (yeah, right). Now get ready for a whole disk full of new head-slamming, gut-ripping, bone-splintering Fighting action. *Eternal Champions* for Sega CD gives you four new combatants, including a pharaoh who packs some serious pyramid power and a former sheriff with an arresting fighting style all his own. Even the returning characters get plenty of new moves in disciplines ranging from Muay Thai kick-boxing and Hapkido cane fighting to praying-mantis kung fu and ninjitsu. What else? You get 24 new background-related kills, nine hidden characters, and dark, chilling 3-D sequences that introduce – and kill off – each of the legendary warriors. Wanna see Xavier writhe in agony as he's burned at the stake? You've come to the right place.

ETERNAL CHAMPIONS

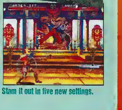
CHALLENGE FROM THE DARK SIDE

MATURE M AGES 17+

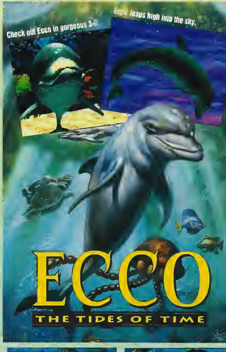




Can voodoo priestess Raven hold Larcen under her spell?



Slam it out in five new settings.



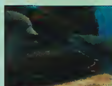
Check out Ecco in gorgeous 3-D.

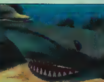
Ecco leaps high into the sky.





You'll meet a whole kingdom of underwater creatures.





Oh, the shark's teeth, are pearly white, dear...

Ecco the dolphin plunges back into action in this graphically gorgeous Adventure CD. Dive through awe-inspiring 3-D ocean worlds, morph into creatures of the sea and sky, and save the Asterite to restore peace to the waters. The CD version packs in everything that the Genesis includes, plus 20 minutes of dazzling new animation and a hypnotic sound track with real whale and dolphin sounds. And if you play the game right, you'll find the original *Ecco the Dolphin* hidden deep within the mysterious seas.

KA

Cinematic Splendor In Space

Spectacular Special Effects Highlight New Sci-Fi Thriller

LOADSTAR



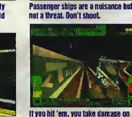
This is the Loadstar, an interplanetary trucker's delight and the big rig you jockey across the moon.



Your cargo is a herd of genetically engineered camels. But where did they come from?

Passenger ships are a nuisance but not a threat. Don't shoot.

Wompler's police drones are hot on your trail.



If you hit 'em, you take damage on your shields and hull.

Cartin' Cosmic Cargo

As the game opens, Tully "Iron Dog" Bodine is easing his aging freighter *Loadstar* into the landing strip of the Mendaleev Crater on the dark side of the moon. Tully's looking for one last haul—a high-paying, semilegal load that will give him a down payment on a Martian hotel. Enter William Snid, a mysterious exporter with cargo to cart.

In order to get that cargo, you must first navigate your way through the winding trackways of the lunar surface. From there, you need to find extra fuel and finally blast off into space. Unfortunately, the local sheriff is a corrupt bully, former comrade in arms, and rival for the affection of Tully's true love...and his forces are out to stop ol' Iron Dog from making this haul.

Rocket Science used traditional cell animation, 3-D computer modeling, and a whole bag of proprietary tricks to create the most realistic-looking space game ever created. *Loadstar* shows just how good a game can look on the Sega CD.

OVERVIEW

This is the game to play if you want to see how far a unique blend of cinematic talents can take art and special effects on the Sega CD. Rocket Science assembled a crack team of special-effects artists, filmmakers, programmers, and game designers with the intention of creating the most thorough, detailed, spectacular sci-fi Action game imaginable. The result is *Loadstar*, a cinematic tour de force that pushes the graphics capabilities of the Sega CD to brave new worlds.

PUBLISHER: **Rocket Science** PLAYERS: **1**
CONTROLLER: **3-Button**
MA-13

Meet a Cosmic Cast

Tully Bodine



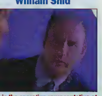
Help Tully make one last haul so that he can open up a hotel on Mars.

Sheriff Wompler



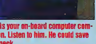
Ned Beatty plays Tully's rival, an ornery outer-space Smokey set on shutting down the Loadstar.

William Snid



Snid is the secretive representative of a wealthy industrialist. He has cargo for you to carry, so long as you don't ask too many questions.

Mortimer



Mort is your on-board computer companion. Listen to him. He could save your neck.


Ooooops. Looks like Wompler was waiting for you.


Seat belts and air bags don't help much in these collisions.


Big rigs make big bangs when they blow up.


Blasting drones saves your ship, but it sure is hard to turn and shoot at the same time.

Take too much damage, and you lose levitation. Tough on your rig (and your health).

Make your way toward the observatory to find the first loading dock.

You pilot this aging freighter through the winding trackways of a lunar settlement.

HOT HINTS

- ✔ Use your directional indicator to make your way toward landmarks.
- ✔ Don't shoot the gray drones on Level 1 unless they fire on you. They're peaceful till provoked.
- ✔ There's a maintenance bay two-thirds of the way through Level 1. Go through it to replenish shields and repair your rig.
- ✔ Honk at slow-moving spacecraft with Button A. This saves your hull from further damage.
- ✔ If another vehicle is coming toward you, TURN!
- ✔ If you can't turn, blow your horn. You might be surprised.
- ✔ Always listen to Mort.

Decisions, Decisions


If you reach a fork in the road, pick a direction...fast.


Otherwise you're space toast.

you'll get old waiting for someone to top SEGA CD.







SEGA CD has over **100** outrageously **great games** — and **no waiting!** Sports, Action, Fighting, TruVideo,™ Adventure, RPG — what more could you want? (Alright, we'll even throw in Sewer Shark.™)

SEGA CD has **32-bit** compatibility (if you're wise enough to add a Genesis 32X™). So it has the technological muscle to deliver the kind of intense, epic, **next-GENERATION** gaming experiences you've been waiting for — on CD!




HAVE FUN NOW,
while you can
still chew your food.
sega!
SEGA CD

A Breathtaking, Bizarre Basketball Breakthrough in Bouncers

Cartoon Court Action Kicks Butt In the B-Ball Arena

Head-to-Head Action

Meet eight different Bouncers — human basketballs that bounce all over one another on the most creative courts in the history of b-ball. You can score in any basket, but you can't jump high enough to reach them on your own. You have to bounce off your opponent or use the optional power-ups to score.

HOT HINTS

- ✔ Your opponent has the least control when he's bouncing. Hop on him as his bounce slows down.
- ✔ Start off in the Arcade mode, which gives you more bounce control, then graduate to Standard mode (the default), which gives you less. If you're a glutton for punishment, move up to Expert mode, which lets you control your character only on the ground.
- ✔ You just need to touch your opponent to launch a jump. Run straight at him and tap Button A as soon as you touch.
- ✔ If your opponent gets the Wing Shoes power-up, sit under the net and lean on Button B to deflect him from the basket.

OVERVIEW

If you think you're a b-ball expert on the cart court, you have to try *Bouncers*, the most unique and unruly basketball game ever to hit a game machine. Now you get to play basketball as *the ball*. If you wanna score in Sega's outrageously original new basketball CD, you have to bounce on *top* of your opponent. Or run straight into him and launch a leap. Or grab any number of unpredictable power-ups floating across the court. Spectacular 3-D rendered animation and a cast of bizarre basketball characters make *Bouncers* a b-ball bonanza that's nothin' but net.

PUBLISHER: **Sega**	PLAYERS: **1 or 2**
CONTROLLER: **3-Button**	

These Are the Bouncers to Beat

In single-player mode, you can play as any Bouncer and challenge any other Bouncer. When controlled by the computer, these characters have different ability levels. In two-player mode, though, a Bouncer is only as good as the player controlling him. Each character, incidentally, is introduced by a spectacular 3-D cartoon that boasts some of the best animation to spin off a Sega CD.

Ugh

Killer caveman on the court. Pretty primitive moves, though.

Chip

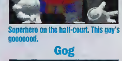


Propeller-headed ankle biter who'll be hot on your heels.

Fu

Martial arts master, but mediocre on the court.

Dash



Superhero on the half-court. This guy's gooooood.

Tank

He's talkin' you on? Yeah, him and what army?

Gog



Extraterrestrial air-man with out-of-this-world moves.

Zap



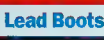
He may be magical, but he's no Magic. Pretty good, though.

Spike



Hard-rockin', speed-metal jammer. Awesome abilities.

What Powers Up Must Power Down



Lead Boots



These platform pumps weigh you down like a ton of bricks. Avoid 'em.

Spring Shoes

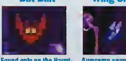
They give you one super jump. Use 'em to score a three-pointer.

Track Shoes

Send you screaming down the court at high speed. They help only on the ground, though.

Bonus Balls

Instant points in two different colors — yellow and purple. Stick to one color, and the points rack up.



Bat Bait

Found only on the Haunted Mansion court. If bats have been bugging you, this power-up will keep them away. If the bats have been hiding off-court, though, this is a power-down that brings them in to pick you up and harass you.

Wing Shoes

Awesome power-up that lets you fly through the air with the D-Pad. Experienced players can score baskets over and over till the shoes wear out.

Hover

Another Haunted Mansion exclusive. This power-down suspends you in midair, making you a perfect launching pad for your opponent.

Jam

Lets you slam-dunk yourself by pressing the C Button.

Parachute

Lets you pull the rip-cord with the C Button, slowing your descent or midair bounce.

Sticky Shoes

Keep your feet on the ground so you spend less time bouncing and more time in control.

The Cartoon Courts Of Bouncer-Burg

Haunted Mansion



Watch out for scary power-downs (bats and skulls) on this creepy court.

Broken-Orbit Moon



Moving baskets on satellites make your shots tougher, but jet packs on your space suit make this the only court where you can control your midair motion.

Arctic Blast

You have to slam-dunk three glacial chasms. The court floor is easy after a snowfall but really slippery when it melts down to bare ice.

Wild Tropics

Shoot hoops through the monkeys' hands or score on the smoke rings from the volcano.

Deep Sea Shipwreck

The court is underwater, but the hoops are hanging out in the fresh, salt air. Try skipping on the water surface for a three-pointer.

Stormy Ruins

Yipes! Drive and dribble across marble ruins in a thunderstorm. If you get zapped by lightning, you lose your power-up.

Bouncer City Pro-Court



Inner-city action on blacktop at night. The baskets here are higher, so you have to fight for every point.

Big, Bad Battles Across the Cosmos

Get Psyched for a Sizzling CD Space Shooter



The Fate of the World Is in Your Cyborg Hands

A hundred years in the future, the evil empire of the planet Xias has dispatched an armada of androids and blown Earth's defenses to smithereens. Now you must face these alien invaders single-handed. You are Bari-Arm, a living Cyborg warrior armed with intense new weaponry. You blast through enemy lines as a small, agile attack craft or collect power-ups to transform yourself into a rampaging Cyborg armed with awesome firepower. And with a huge and dangerous array of enemies spread out across the vast reaches of space, you're gonna need all the firepower you can get!

OVERVIEW

Sega CD owners who've been itching for a fast and furious Shooter better limber up their trigger fingers, 'cuz *Android Assault* from Big Fun is bringing adrenaline-drenched arcade action to your living room. This monster-size serving of outer-space action is packed with so much arcade-style graphics and CD-quality sound, it could come home only on the Sega CD. If you're up to blasting your way across seven massive stages, each filled with fast-flying enemies and butt-kicking Cyborg bosses, read on.

PUBLISHER: **Big Fun** PLAYERS: **1**

CONTROLLER: **3-Button**

GA

The Terrible Tools of Techno-War

Weapons appear as floating modules throughout the game. Pick one up, and you automatically change weapons. Depending on how long you let your energy recharge, each weapon unleashes varying amounts of destruction, and each has its own unique advantages in combat. The modules are color coded, so assess the abilities of a weapon in a situation before picking it up.

Thunder Cracker (Orange Module)

Burning Wave (Green Module)



A low-energy attack sends out a stream of fire balls, while a high-energy blast melts almost everything in sight in an expanding forward arc.

Devastating in conventional, horizontal combat. The high-energy beam of this weapon destroys everything in its narrow path instantly. The Burning Wave is very powerful, but it's limited in its overall attack pattern.

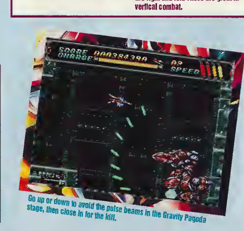
Chase Cannon (Red Module)

At full power, this weapon emits a pulse snake that seeks out every enemy onscreen. In rapid-fire, low-energy mode, a flurry of homing missiles seeks out nearby opponents.

Satellite Bombs (Blue Module)



At full charge, this weapon shoots missiles in a 360-degree pattern. In rapid-fire mode, horizontal missiles fire right and left. These are great in vertical combat.



Go up or down to avoid the pulse beams in the Gravity Pagoda stage, then close in for the kill.


You'll either end up a HERO or a barbecued CHICKEN!
SEGA
A SEGA TRUVIDEO PRODUCTION
MIDNIGHT RAIDERS
AIR AND GROUND BATTLES!
SEGA CD
TEEN
Fire. Fighter.
FAHRENHEIT
SEGA CD
COMING IN JANUARY!
Introducing MIDNIGHT RAIDERS and FAHRENHEIT, two sizzling new TruVideo thrillers from Sega CD.
In MIDNIGHT RAIDERS, you're on a do-or-die mission to rescue a kidnapped scientist. You'll have to decide who is friend or foe if you want to make it out alive!
In FAHRENHEIT, the first game about fire fighters, you'll battle intense heat and flames to rescue innocent victims.
Think you can take the heat? Then let Midnight Raiders and Fahrenheit take you straight into the line of fire!
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L 1-800-771-3772 FOR GAME RATING INFORMATION
SEGA

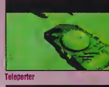
The Most Dangerous Game

Sega Delivers Ultraenhanced Award-Winning Adventure on Sega CD

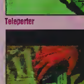


Finders, Keepers

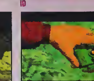

Holocube

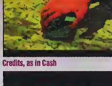

Teleporter


Card Key


ID


Credits, as in Cash


Anti-G Belt


Key



Fuse




Aliens by the Ton

You play as Conrad, an agent who wakes up on a distant planet with his brain erased. The perpetrators? Aliens. To rediscover his identity, Conrad must make his way from the Artificial Jungle to Earth, a difficult, suspense-filled journey that takes you through the many precincts of New Washington, into the eight-level Death Tower, and beyond.

If you've played *Out of This World* or *Heart of the Alien*, you will be familiar with the basic character movements and controls. But *Flashback* goes much further with very realistic graphics, sweeping orchestrated music, and character voices. You face a formidable array of challenges and enemies, from ledges and pits over which you must jump and hang, to armed muties, Death Tower participants, and finally the aliens themselves. Aside from a Gun and Shield, which are yours from the start of the game, you can acquire a variety of items that are essential to your success in the game, from Card Keys and Credit Chips to IDs. You can spot the aliens with special glasses that measure density. The aliens are much, much denser than humans.

Success comes from tracking down the clues with the vigilance of a bloodhound, entering each new screen ready for anything, and mastering Conrad's sometimes complex run, jump, and hang moves. *Flashback* features seven stages. You must accomplish all the objectives in a stage before you can move on. Somewhere in each stage is a Save Station, where you can save your game to continue if you get bumped off. While this feature does not work if you turn off your Sega CD, a password save brings you to the start of a stage. There are three difficulty levels, each with different passwords.

OVERVIEW

One of the greatest Adventures of all time is back and better than ever on the Sega CD. Last year *Flashback* took Genesis owners by storm with graphics and game play that were out of this world. The game won numerous special honors in last year's Sega Third Party Seal of Quality Awards, including the Best Adventure/RPG Product, Best Graphics, and nominations for Best Sound and Product of the Year. *Flashback* CD is all this and more. Sega has combined the same award-winning graphics and game play with all-new computer-modeled intermission cinematics, full voice, and orchestrated music that sets the scene for the hair-trigger, dangerous adventure of Flashback. With a password save and three levels of difficulty, *Flashback* CD is all the future RPG/Action cyberpunk that gamers need for big-time fun.

PUBLISHER: **Sega** PLAYERS: **1**
CONTROLLER: **3-Button**





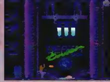
New Washington

New Washington is a series of precincts hooked together by rail. Your friend Ian lives here. Save his hide, and he can give you back your memory. Then it's time to get to work. You need cash to get to Earth. And being a courier is only one of the jobs you must do.

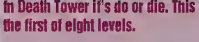
The local New Washington Guardia are giving Ian a workover. Saving his hide calls for a shoot-out.

Death Tower

So you want to get to Earth? Don't have the cash? Death Tower is the answer. This televised kill-or-be-killed spectacle is eight levels of murderous challenges and obstacles. Survive, and a ticket to Earth is your prize.

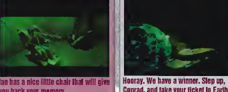


In Death Tower it's do or die. This is the first of eight levels.







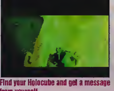


Ian has a nice little chair that will give you back your memory.

Hooray. We have a winner. Step up, Conrad, and take your ticket to Earth.

Artificial Jungle

Fleeing from your captors, you are shot down over the Artificial Jungle. You awake with an empty brain, a Blaster, a Shield (which protects you from four hits, but not from really big falls), and a Holocube, which you accidentally knock off the ledge and must retrieve. Find the old man at the bottom of the jungle and you can get to New Washington, if you've saved the wounded man and collected enough credits.



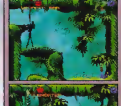
Find your Holocube and get a message from yourself.

Crouch as soon as you hit the ground, and the mutie guards will shoot each other instead of you.



Each stage of the game contains an Energy Generator. All you have to do is find it.

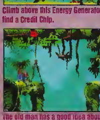
Throw a rock to distract this mutie, then jump down and blast away while his back is turned.



Climb above this Energy Generator to find a Credit Chip.



Give this wounded man a hand by finding his Teleporter, and he'll give you his ID.



The old man has a good idea about the Anti-G Belt. It's a long fall without it.

HOT HINTS

- The watchdog robots are vulnerable only when their antennae are extended.
- Saves work only with the continue feature. As long as you choose to continue, you'll resume play from where you last saved.
- If you think there are muties or aliens in the next screen, draw your Gun, crouch, and roll in.
- To make the first ledge in New Washington, start your jump at the very end of the lower ledge, then push Button A to pull yourself up.

More Fun Than the Flu

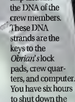
You Have Six Hours to Stop the Launch of a Killer Virus

IRON HELIX

Mutant DNA

You're a scientist on board the spaceship *Indiana*. In a nearby sector of space, the *Jeremiah Obrian* is headed on a doomsday mission. It's headed for an alien planet, where it's programmed to unleash a deadly virus that mutates its victims' DNA until they expire. Unfortunately for the crew, the ship has leaked the devastating payload internally. Their legacy is an SOS, which your ship intercepts. If you cannot stop the *Obrian* from delivering its viral contents, it will plunge the galaxy into war.

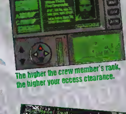
To avoid exposure to the virus, you must send in a probe. Use it to embark on a first-person-perspective exploration of the ship and find the DNA of the crew members. These DNA strands are the keys to the *Obrian's* lock pads, crew quarters, and computer. You have six hours to shut down the entire ship.



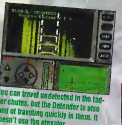
Allocate your probe power carefully. Avoid mutated DNA. Scan the ship for video clues. And one more thing. Elude the Defender, a robot programmed to destroy all intruders. This means you.

The Jeremiah Obrian has failed to recognize Commander Parrish's warped DNA and deployed the Defender.

Yow! If your probe is detected by the Defender and your directional indicator turns red, use the Jam command to avoid sticky situations like these.



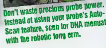
The higher the crew member's rank, the higher your access clearance.



You can travel undetected in the ladder chutes, but the Defender is also fond of traveling quickly in them. It doesn't use the elevator.



Nonhuman DNA is useless. Collect only human DNA that could help you gain access to rooms that contain higher-ranking DNA.



Don't waste precious probe power. Instead of using your probe's Auto-Scan feature, scan for DNA manually with the robotic long arm.

HOT HINTS

- ✔ Once you've destroyed the Defender, you have only five minutes to stop the ship before another Defender is launched.
- ✔ If the probe's store is full and you find a higher-ranking officer's DNA, delete the DNA of the lowest-ranking officer.
- ✔ You can lure the Defender away from areas by plugging into an out-of-the-way data port, then circling back to the area you want to explore.
- ✔ Use the robotic long arm to log on to data ports and play back important video clues.

OVERVIEW

Everything is on the line, and all because of a little bug. A fragile intergalactic peace. The survival of human and alien races. Seventy billion lives. Spectrum HoloByte's *Iron Helix* for Sega CD places nothing less than the fate of the universe in your hands. A runaway spaceship is about to release a deadly virus capable of engulfing entire races in misery and strife. To stop the ship from launching the virus, you must send in an unarmed probe to piece together strands of infected DNA, puzzle your way through 25 photorealistic cabins, and destroy a security robot programmed to blast you to oblivion. Too bad you can't shoot back.

PUBLISHER: **Spectrum HoloByte** PLAYERS: **1**
CONTROLLER: **3-Button**



SEGA!





TODAY'S HOTTEST HEROES ARE HERE...
AND THEY'RE ON SEGA!







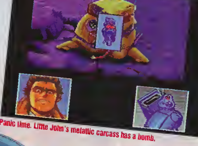


ON SEGA GENESIS™, GAME GEAR™ AND SEGA CD™!

SEGA

Blink and You're Dead

You Can Use Your Justifier with This Cyberpunk RPG CD



Panic time. Little John's metallic carcass has a bomb.



One of Japan's Most Gory Games

Before hitting the U.S., *Snatcher* earned a reputation in Japan for its sometimes brutally blood-splattered action. For example, you see a very graphic depiction of a beheaded cop and examine his stomach contents. And it just gets better (or worse?) from there. Squeamish gamers might want to think twice about digging deep into this one.

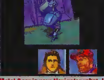


The first sign of the big trouble ahead is the smashed remains of Gibson's Navigator, Little John.



You play as Gillian Seed, a techno Junker cop with military training and a case of amnesia. You've been assigned to the Neo Kobe, Japan, office to investigate the outbreak of Snatchers, mysterious bioengineered creatures that kill people and take their places in society. As a Junker, you must seek out Snatchers. And once you've found one, you waste it. You have a serious blaster to help you carry out your duties, a Navigator robot named Metal Gear with a very quirky personality, a wad of cash, and a Junker ID.

The game play is carried out in a mix of static and active screens, with intermission graphics highlighting travel and other key events. *Snatcher* is long and involved, making the save feature a necessity. You can save either to the Sega CD's internal memory or to the new CD Back-up RAM Cart.



Metal Gear is your Navigator robot. It can do some pretty amazing things, like analyze stomach contents and tissue samples. You can even use Metal Gear to make vidphone calls.

OVERVIEW

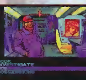
Grip your blaster and step deep into the cyberpunk future. Past action. Beyond shooting. Into a new kind of RPG. Konami is going to rock your world with *Snatcher*, a one-player hard-core thriller full of bioengineered bad guys, high-tech hardware, and more twists and turns than a Neo Kobe alleyway. You need a control pad. And a Justifier game gun plugged into port 2 might just save your life. *Snatcher* starts hard, gets tougher, and is about as brutal as anything we've seen on a Sega CD. Konami has brought this one to market with fantastic voice, sound effects, and music. And as the first RPG that can use more than one peripheral at the same time, *Snatcher* could be the start of a whole new level of interactive gaming.

PUBLISHER: **Konami** PLAYERS: **1**

CONTROLLER: **3-Button or Justifier with 3-Button**

NYR

Gibson's desperate call for backup on a cornered Snatcher comes from an abandoned factory.



See this crusty geezer to get Metal Gear and a blaster. Ask him about the picture on the wall. No, not the girlie poster! He has an interesting past.



Blaster sequences give you a grid overlay that is more useful for control-pad-only games. If you sighted your Justifier in at the beginning of the game, all you have to do is aim and shoot, real fast. These spider-bots pack a wallop.

HOT HINTS

- ✔ Save often to keep from replaying large sections of the game.
- ✔ It is difficult to control the blaster sections of the game with a control pad. A Justifier makes gunning down Snatchers much easier.



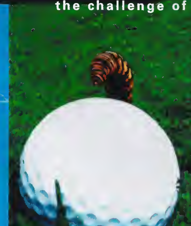
NYR
Not Yet Rated

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LINKS

We're still working on the
"Golf Cart Joy Ride & Crash" feature.
Other than that, it's perfect.

LINKS
the challenge of golf



Links for **Sega CD**™ is the most near-perfect, outrageously realistic golf game available.

How perfect is **Links**? The course mimics Torrey Pines exactly —incredible, 35 mm photography places you behind every tee, fairway, water hazard and bunker, wherever the ball lands, and gives you an accurate view of your next shot. It's so life-like, you can almost smell the green (that's a good thing).

And as you'd expect from any decent golf game, **Links** features
- Tournament play
- Practice mode: Front 9, Back 9
- Instant Replays
- Save player info

But then, **Links** goes far beyond any other golf games to give you in-depth golf features like
- 1 to 6 players (sorry, other games can only handle up to 4)
- Full support of TeeVGolf Club™ for the most accurate, realistic and fun golfing experience available
- Aerial fly-overs of each hole so realistic you may get airsick
- Running stats on how many fish you tag when your ball lands in the water.

Okay, we're just kidding about the last feature.

But as you can see, **Links** for **Sega CD** is the closest thing to perfection when it comes to golf games. So you can bet that if any game comes out with a "Golf Car Donuts On The Fairway" feature in the future, it'll be **Links**.

Virgin



Check the Imperial Forces



Bishop Takes Rook



Boba Fett's jet pack flames Yoda off the board.



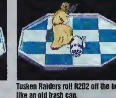


Princess Leia smacks Boba Fett with her necklace.

Pawn Takes Knight

R2D2 uses his head to zap a Tusken Raider into oblivion.

Knight Takes Pawn



Tusken Raiders roll R2D2 off the board like an old trash can.

Gaderffii-Pounding Chess Action

The entire galaxy is at stake, and the desperate opponents are playing for keeps. Every time a piece is captured, a close-up animation sequence records the conquest in violent detail. When Chewbacca seizes a Stormtrooper pawn, the victor lifts his foe high and dashes him to the ground. Bounty hunter Boba Fett knocks C-3PO's head off his shoulders, and a Tusken Raider bludgeons Yoda with an enormous gaderffii stick. Sometimes the captured piece fights back, provoking an all-out duel before the vanquished party is subdued.

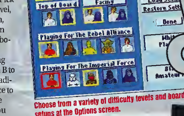
Star Wars Chess lets you play the game any way you want. Pick your alliance and difficulty level, accept hints if you need them, and view your prisoners when you're feeling cruel. If the elaborate character graphics overwhelm you or if you're playing against a purist, press Button B to switch to a 2-D board with traditional pieces. And to do justice to the depth and intricacy of the game, *Star Wars Chess* lets you save games to return to later.

HOT HINTS

- ✔ Choose Move on the 2-D board to give your computer opponent less time to think.
- ✔ Losing the battle? Click on Switch to change sides.
- ✔ A pawn that makes it all the way to the other side becomes a queen.
- ✔ Practice getting out of tight spots with the Set Up feature. You position both sides' pieces in any legal configuration and begin game play from that point.
- ✔ For a faster game, turn off the Capture Moves.



Star Wars is a registered trademark of Lucasfilm, Ltd



Choose from a variety of difficulty levels and board setups at the Options screen.

OVERVIEW

If you think that all board games are flat, think again. And if you find some sci-fi warfare a little short on brainwork, listen up. *Star Wars Chess* for Sega CD from the Software Toolworks combines 3-D action sequences with the raw strategy of the world's most cerebral pastime. The game play is pure, classic chess. But add a cast of Imperial and Rebel forces, vicious cinematic captures, and rousing music from all three *Star Wars* movies, and one or two players have a game that will challenge their intellect and their guts.

PUBLISHER: **The Software Toolworks** PLAYERS: **1 or 2**
CONTROLLER: **3-Button**

MA-13



Even a novice can send Empire forces scurrying with the Hint feature.



ReadySoft Presents an Epicenter Interactive Production
Don Bluth's
Space Ace®
The evil Commander Borf has kidnapped Ace's girlfriend, the beautiful Kimberly, and is plotting to enslave the Earth by means of his dreaded "Infanto Ray", a weapon that changes everyone it blasts into a helpless baby.
Armed only with a laser gun, Ace must seek out and destroy the Infanto Ray, rescue Kimberly and save the Earth. All in a day's work for a superhero, right?
Featuring full screen animation and crisp, powerful sound from the original laser disc arcade classic, Space Ace plunges you into intense, non-stop action.
The fate of Earth is in your hands.
KIDS TO ADULTS
K-A
AGES 6+
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"Space Ace" is a registered trademark of Bluth Group, Ltd. —©1994. Character Designs ©1983 Don Bluth, ©1994 all audio, visuals and concept – used under the exclusive license of Epicenter Interactive Inc. Programming ©1994 ReadySoft Incorporated. ALL RIGHTS RESERVED.

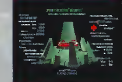
Intergalactic Armageddon

Simply Red

Your mission against Red Eye is reminiscent of Luke Skywalker's flight to destroy Vader's Death Star, right down to the voice of the pilot directing your fire and calling out direction maneuvers. Since you have only one weapon, an omnipotent laser, and one fire button (A, B, or C), and your pilot steers for you, you can concentrate on blasting serious amounts of enemies. And we mean serious! Red Eye will throw everything but the kitchen sink in your direction in a nonstop onslaught of shield-weakening, plasma-pulsing bogies.



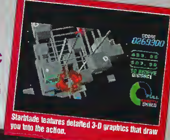
Your mission is to destroy Red Eye before it melts the Mother Planet.



At Red Eye's mechanical heart is the Octopus Generator. It's on your list of things to destroy.



Fail to complete a mission, and the continue screen shows just how far you went.



Starblade features detailed 3-D graphics that draw you into the action.



OVERVIEW

Polygon and 3-D modeled graphics. Digital sound. Vivid color. And enough scaling and zoom to get you airsick. That's just the beginning of Namco Hometek's *Starblade*, a first-person deep-space Shooter that you can't help but compare to *Star Wars* arcade-style games. *Starblade* drops one player behind the laser controls of the Geostorm FSF fighter for a virtual-reality-type battle against the forces of the evil Red Eye, a mechanical death star about to fry your Mother Planet with the Wave Cannon, a star-powered device feared by all the Federation of Planets. You face a number of missions against Red Eye. As lead gunner for the Federation Star Fleet, you have two objectives: Blast everything that moves — and stay alive.

PUBLISHER **Namco Hometek** PLAYERS: **1**
CONTROLLER **3-Button**

GA



Make it through the outer defenses, and you follow this path into Red Eye.



Do you really think you can waltz right in? Think again. You'll need all your speed and skill to get to your targets.



Your first major objective is to clear the enemies out of a twisting, turning path through an asteroid field.

HOT HINTS

- ✔ Listen to your pilot's cues. He'll let you know when you're about to change direction.
- ✔ Onslaughts of red rockets can bring your shield down to zero in no time flat.
- ✔ Don't lose your firing cursor at the bottom or edges of the screen. You can wind up hitting nothing while the enemy toasts you.
- ✔ Hold down the fire button for rapid fire.

XBAND WILL ALTER YOUR EGO

HEY, STOP PLAYING GAMES WITH YOURSELF.

BAND

We'd like to introduce you to an entirely new way to play your video games.

With others. With other humans. Humans all over the country. Real Humans. Real Humans in Real Time.

Trust us. It's a different thing. It's called XBAND.™

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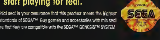
It's a completely new technology. And it's here.

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You even get to play your own games. And you get to play them in a way you've never played before. For real. That's not an ad claim. It's a statement of fact.

So stop playing games with yourself. And start playing for real.

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NOW YOU'RE PLAYING FOR REAL.

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THE LION KING



SEGA™ BRINGS HOME THIS YEAR'S MANE EVENT!

Get your paws on The Lion King Packs for SEGA Genesis™ and Game Gear™!



CAN'T WAIT TO BE KING - Young Simba jumps, flips and swings his way playfully through the Savannah as he encounters giraffes, rhinos, monkeys and even ostriches

BUG TOSS - Timon drops a delectable assortment of bugs from above while Pumbaa rambles to scarf them up.

"HAKUNA MATATA... IT'S ON SEGA GENESIS AND GAME GEAR!"

Take your place in the Circle of Life with the new Lion King SEGA Genesis and Game Gear Packs! Roar into action first as Simba, the lion cub–then as Simba the adult! Relive the adventure at home with SEGA Genesis, or take the adventure with you on Game Gear, because it goes where you go! Blast through an elephant graveyard, dodge a stampede of raging wildebeest, then journey home to confront the evil Scar and claim your place as king! Features awesome animation, hilarious antics and music inspired by the movie.



THE STAMPEDE - Young Simba must maneuver in and around a charging stampede of wildebeest while also avoiding boulders that appear in the foreground



PRIDE ROCK - In the finale, Adult Simba must defeat his evil Uncle Scar if he wants to regain his birthright and rule the Pridelands







Sneak Peek

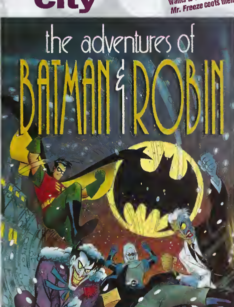
GENESIS

Serious Freeze in Gotham City™



At the start of the game, you see what The Joker has planned for Gotham City. He wants to make things hot before Mr. Freeze cools them down.

The Joker looks like a happy guy, especially with all those bombs floating down on you.



OVERVIEW

Prepare for *Batman* and *Robin* as you've never seen them before! New. Dark. Brooding. Dedicated to criminal crushing. *The Dark Knight*'s enemies are just as dark, and more nasty than you've ever seen. *Mr. Freeze. The Joker. The Mad Hatter.* It's *The Adventures of Batman & Robin* from Sega for Genesis. Mr. Freeze is about to turn *Gotham City* into a giant icicle with a super ice cannon. His bad guy cronies are running interference. As Batman, or Batman and Robin in a two-player game, you must round up the crime bosses and get to Mr. Freeze before he can turn up the cold!

PUBLISHER: **Sega** PLAYERS: **1 or 2**

CONTROLLER: **3-Button**

Batman™ and Robin™ Fight the Big Chill

Sega's latest chapter in the Batman Genesis saga is based on the animated series, which has won acclaim for awesome graphics and realistic depictions of the heroes and villains. The game features graphics by Warner Bros. animators of the series, plus spectacular 3-D backgrounds, sprites, and special effects. Armed with an arsenal of kicks and punches, plus the *Batarang* and bolo, you can power up weapons up to seven times. *The Adventures of Batman & Robin* will feature 16 levels and all the action even hard-core Batman fans can handle.



Scaling and rotation add spectacular 3-D effects to the game. This bat-crushing crane gets much, much larger as it reaches the foreground.



The Joker's clowny crew comes armed with crowbars.



Alias, *Batman*. You'll notice that he isn't smiling.



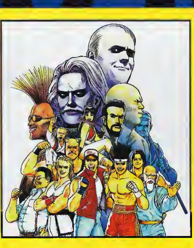
The Bank of Gotham City is on fire, and you'll be too if these flame throwers have their way.

Alias, *The Joker*.



One wrong step on the carnival caravan, and you're road kill.





Sure we offer a variety of more things BUT, it doesn't matter cuz you're still gonna get your

BUTT KICKED!





SEGA CD

SNK





Catch a Rising Star



A Steel-Plated Cranium!

Ri-Star is one of those rare games that is easy to learn how to play, but a real challenge to master. Ri-Star's main movements are grabbing and jumping. A password feature allows you to continue at the beginning of a level.

Ri-Star's greatest assets are his extralong arms and his hard-as-steel cranium. What he grabs, he can head-butt with a fierceness you gotta see to believe. Vertical walls are no obstacle. Ri-Star can grab and butt his way up just about anything. Climbing and descending are just as easy. And with 14 levels, the game is way big.

If you're looking for something new in gaming, catch *Ri-Star*. It'll shine on your Genesis.



Hand over hand is a good way to travel when you have long arms.

Swing off flying enemies to land on hard-to-reach platforms.

You get undersea action, too. Ri-Star isn't very fond of lobsters.



Ri-Star has long arms. Real long arms. Hit the grab button to lay on the hands, then hit it again to deliver a mongo head-butt.

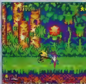
OVERVIEW

If you wanna see the stars shine, your Genesis is the place to be. Sega is bringing out a new player who's as cute as his arms are long, loaded with attitude, and equipped with a forehead hard enough to bang nails. It's Ri-Star, in his first Genesis title. *Ri-Star* is a one-player Action-fest that is suitable for younger players, yet challenging enough for even calloused-thumb Genesis veterans. You play as the five-pointed son of a legendary hero, risen from sleep beneath the seas of a distant planet, who must rescue dad and the rest of the home system from the evil tyrant Greedy. How do you do it? By having a real hard head.

PUBLISHER: **Sega**	PLAYERS: **1**
CONTROLLER: **3-Button**	



Spin fast enough, and Ri-Star turns into a real shooting star. Shoot high enough in some areas, and you rack up big bonus points.



Bugs, lizards — they're all the same to Ri-Star. Whack 'em with your noggin and move on.



Climb fast in the bonus rounds, and you get the contents of treasure chests, which include big, big point bonuses and extra lives.





The first boss spends most of his time in the air, trying to trap you with a web. If he gets you, he sends down a little helper to give you a big whack!



Evil shines darkest before the dawn.
SHINING FORCE II
Enough talking! Hand over that jewel. In return, I'll spare Sir Astral!
AN INCREDIBLE NEW STORYLINE MEANS YOU'LL HAVE TO STAY ON YOUR GUARD AT ALL TIMES!
CHOOSE FROM OVER 20 DIFFERENT CHARACTERS. BUILD YOUR ARMY'S STRENGTH AS YOU GROW AND CHANGE.
Available only on SEGA.
GENESIS
GAME GEAR
HUGE NEW BOSS CREATURES LIKE KRAKEN HEAD MAKE YOUR LIFE A LIVING NIGHTMARE.
BATTLE SEQUENCES KEEP THE ADRENALINE PUMPING
SEGA
Shining Force II is available only on Genesis.
Shining Force: The Sword of Hajya is available only on Game Gear.



Give Us Ten Reasons Why We Should Give You an Honest-to-Goodness Konami Lethal Enforcers II: Gun Fighters Arcade Upright

OFFICIAL ENTRY FORM

Complete the information requested on this entry form and send it to Sega Visions, Lethal Enforcers Top Ten, P.O. Box 3899, Redwood City, CA 94064.

Name ______________________________

Address ______________________________

City ____________________ **State** ______ **Zip** ________

Phone (_____**)** ____________________ **Age**________

Here's my reasons, pard!

1. ______________________________.

2. ______________________________.

3. ______________________________.

4. ______________________________.

5. ______________________________.

6. ______________________________.

7. ______________________________.

8. ______________________________.

9. ______________________________.

10. ______________________________.

All right, pilgrim, draw! On second thought, write! Write us a list, that is. We're in the mood for fun, and we've got a genuine top-selling Konami *Lethal Enforcers II: Gun Fighters* arcade upright that just may have your name on it. Is David Letterman the only person out there who can make good lists? We don't think so.

So here's what you do. Write out your ten reasons why we should give you a *Lethal Enforcers II: Gun Fighters* arcade machine. Your list must be written on the entry form at left. Stick the whole thing in an envelope and mail it to *Sega Visions*.

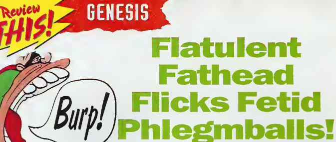
What kind o' reasons? Go ahead. Work your brain to a fever. The wilder, the better.

The judges will be the editors of *Sega Visions*, and any gunslingin', badge-carryin' corporado type we allow to horn in on the deal. Anybody who complains about the judgin' will be lassoed around the ankles and towed through a cactus patch while a herd of ornery prairie dogs dances the Appalachian clog on your back, wearing spurs and golf shoes. The judges' decisions are final. So no whining, OK?

We'll give away a *Lethal Enforcers II: Gun Fighters* arcade machine as grand prize. The nine runners-up will each receive a set of Justifier™ video-game revolvers and their choice of *Lethal Enforcers II: Gun Fighters* for Genesis or Sega CD.

THE RULES

1. No purchase necessary. Contest void where prohibited
2. Entries must be postmarked by January 31, 1995. Mechanically reproduced entry forms will be accepted. Enter as often as you like, but each entry must be mailed in a separate envelope. Not responsible for lost, misdirected, or illegal mail.
3. Prizes for each of the ten winners are as stated on this page. Cash will not be awarded in lieu of prizes. Winners are solely responsible for all applicable federal, state, or local taxes
4. The ten winners will be selected by the editors of *Sega Visions*. The decision of the editors is final. Winners will be announced in a future issue of *Sega Visions*.
5. The contest is open to all residents of the U.S and Puerto Rico except employees of Sega of America, their immediate families, and any of its affiliates
6. Spurs must not be worn in the house or at the table.



Flatulent Fathead Flicks Fetid Phlegmballs!

None of That SBD Stuff for Boogerman



Ever been snorted into a Teleport Nose? Gotta try it. Very funny way to travel.

with only the ability to Flick Boogers, Spit Loogies, Burp, and Fart (Hey! Who cut the cheese?), Boogerman takes on all evil-doers using his strongest talents.

WARNING Rude Stuff Ahead

Look, we don't make these games. We just cover them to pander to the more disgusting demographics in our reader profile. The game described herein is really, really sick. Even we think it's really, really sick. Skip these pages if you're easily offended. Then again, since you've read this far...

Boogerman

A Pick and Flick Adventure



Pick the Lock on Your Nasal Arsenal

Help eccentric millionaire Snotty Ragsdale (aka Boogerman) in his quest to save the world from the clutches of Booger Meister. This despicable character will rule the earth with an iron butt (he blew off the original in an attempt to emulate B-man's Super Flaming Fart attack) if Boogerman fails.



Collect at least 30 Plungers for an extra life.

Your tools? Using Mr. Fun and Phlegmlike's nearly unlimited arsenal of self-powered weaponry, you'll blast the hideous creatures of Dimension X-crement to gobbits of rotting flesh. Armed

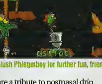
OVERVIEW

Seen it all? We doubt it. Bet you haven't gone knuckle-deep, pulled out a wet, green 'n hairy nose missile, and whipped it at a Pus Monkey. Also bet you haven't seen anything quite as impolite and full of rude bite as *Boogerman: A Pick and Flick Adventure* from Interplay. This one-player flick-fest features the most disgusting moves made on the Genesis yet, bar none. It's got 25 stages of bodily function attacks, toilet warps to sublevels, Teleport Noses, and snot-encrusted-outhouse continue markers. Power up your Mucous Meter and get ready to dig in — this guy's really a phlegmball of fun.

PUBLISHER: **Interplay** PLAYERS: **1**
CONTROLLER: **3-Button**
MA-13

Burping at Both Ends

Boogerman butt-burps and belches his way through six worlds of serious grossness. The Pits' intestinal tracts are gonna make your skin crawl. The Flatulent Swamps are chock-full of stinking horrors. Boogerville is a scatological (look it up) nightmare. The Mucous Mountains

Flush Phlegmboy for further fun, friend.

are a tribute to postnasal drip. The Nasal Caverns are awash in ripening snot. And Booger Meister's home? The Pus Palace. This pestilent place defies definition. You'll have to see it for yourself. Each of the worlds has Teleport Noses that suck Boogerman in and sneeze him out elsewhere. You can also expect plenty of Toilets. Flush Cousin Phlegmie, and he does his snottin' and stinkin' dance in the sewer sublevels. Find a toilet while in the cesspool and flush to send him back above-ground. No matter how you play it, this tasteless game will have you Picking, Flicking, Spitting, Burping, and Farting. Even worse, you'll have fun doing it.



The Swamp boss is Hickboy. Learn the patterns of his Egg Launcher, Chickenerang, and Chicken Club (not a sandwich). You'll be able to get in Flicks from the snotty branches.

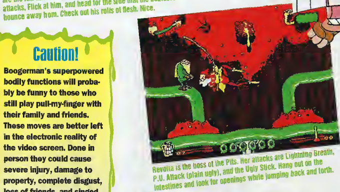
Deodor Ant controls the Nasal Cavern area. His vicious attacks are the Ant-ihistamine, the Ant-acid, and the Ant-tenae. Watch his attacks, Flick at him, and head for the side that the boulders bounce away from. Check out his rolls of flesh. Nice.

The Pus Monkeys are especially tricky. Get too close and they explode. Take one out with a Booger, Burp, Loogie, Fart (whew, reeks), et cetera, and they leave goo behind (momentarily) that can damage you.

Gobs of Fun And Only On Genesis!

Caution!

Boogerman's superpowered bodily functions will probably be funny to those who still play pull-my-finger with their family and friends. These moves are better left in the electronic reality of the video screen. Done in person they could cause severe injury, damage to property, complete disgust, loss of friends, and singed underwear. Don't try this at home, and don't light your farts (or your friend's farts). Leave the foolish (and truly gross) maneuvers to the highly trained and continue-capable stunt sprites.



Revolta is the boss of the Pits. Her attacks are Lightning Breath, P.U. Attack (plain ugly), and the Ugly Stick. Hang out on the intestines and look for openings while jumping back and forth.



One of Boogerman's idle animations has him dig for a ripe one, look at it, eat it, and smile. Disgusting just doesn't describe the image. It's the grin that gets you (shudder).



Flyboy bosses Boogertown. Watch out for his Vomit Bomb, Maggot Missiles, and Fart Duster. You can take him out by bouncing on the trampoline, doing your Butt Whomp on his head, and landing behind him. Repeat as necessary.

HOT HINTS

- ✔ Collect at least 30 Plungers to get an extra Boogerman at the end of each level.
- ✔ Mix it up. Use your Gas and your Mucous evenly and try to avoid running out of either. Double-tap the D-Pad Down or Up to look above and below. Always do this when heading down to uncharted (unfarted?) territory.
- ✔ You can collect more Plungers by backtracking after coming out of the Toilet sublevels. They reappear at that point.
- ✔ Try the walls for hidden spaces and check behind foreground art for hidden items.
- ✔ Dig in every Trash Pile. Most of them have stuff you need.

Bubsy II

Smart-Aleck Bobcat Bounces Again!

High-Tech Hairball Hijinks

Oinker P. Hamm has hijacked Dr. V. Reality's WOMPUM (a mouthful of an acronym for a machine that steals history) and built his own indoor amusement park. The pig calls it the Amazatorium, and as you might imagine, he's in hog heaven charging folks to see what was rightfully theirs to begin with. Our fearless (or was that peerless?) hairball takes his niece and nephew, the Bubsy Twins (Terri and Terry) to see the park, and with typical Bubsy timing, he's a day early and a marble short. The twins take it upon themselves to hightail it into the park while Uncle Bubsy's not paying attention (this guy has the attention span of a houseplant). Now our fur-brained friend has to sneak into the park and find them.



The Mighty Souvenir T-Shirt lists the number of lives on the front.

Bodacious Bunches of Bubsy

Bubsy II offers more types of play than a deck of cards. (*Note:* The previous line was a blatant exaggeration and we don't know how it snuck in.) The Amazatorium has three floors and two wings — East and West. Each Tour increases in challenge, starting with the First Floor Tour, then up to the Second and Third Floor Tours, with the largest and most difficult being the Grand Tour.

Use the doors to warp from area to area to complete the Space Pirates worlds.



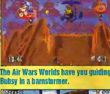
In Air Wars, Button A shoots Nerf balls and Button B bombs with pies.

OVERVIEW

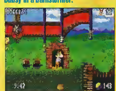
The cat with the chat is back. A catchy new catastrophe is about to befall Mr. Purrsonality (better known around these climes as Mr. Mouth). *Bubsy II* from Accolade puts the famous-in-his-own-mind furball in a one- or two-player battle against a swine named Oinker P. Hamm and his henchhogs. You'll swoon (or at least marvel) at the number of new things Bubsy can do in this cataclysmic Adventure. You can catapult through any of the worlds (in any order), get catatonic over bunches of new usable items, play through a game catacombed with funny new subgames, and best of all, cat-fight a capitalist boar with your favorite cat-o'-nine-lives.

PUBLISHER: **Accolade** PLAYERS: **1 or 2**
CONTROLLER: **3-Button**

GA



The Air Wars Worlds have you guiding Bubsy in a barnstormer.



The Smart Bomb takes out all your onscreen enemies and freezes the Twin's throwing arm in Feisty mode for a few seconds.



Bounce your enemies, Bubsy.

HOT HINTS

- ✔ All the switches in Egypt look like a lion's head.
- ✔ Look Up and Down before leaping.
- ✔ Get bunches of lives at the Gift Shop (when you complete a level).
- ✔ You can revisit levels to collect lives before hitting the Boss doors.
- ✔ Follow the arrows, but note that they get fewer and farther between as you move up the floors.
- ✔ The East Wing Grand Tour is slightly harder than the West Wing version.



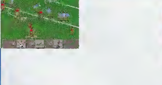
JOIN THE BRAZILIAN AIRFORCE.

New set-plays give you better control of scoring chances in penalty kick situations. Goalies will be diving left and right. Hopelessly.



Goalies beware: power headers can actually be precisely controlled to send blistering shots virtually anywhere on the back of the net.





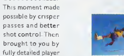
Enlist today in the international airforce of your choice. Intense power headers, quick mid-air volleys, and rocketing bicycle kicks round out your air attack arsenal.





Air out with any one of over two hundred powerful international airforces including the best European club teams. Even compete in the European cups.

Gooooooooaaaal. This moment made possible by crisper passes and better shot control. Then brought to you by fully detailed player art and animation.





















Konami Sends In the Big Guns!

Home, Home on The Firing Range

Smile When You Play That, Pardner!

Gun Fighters takes you through five stages, each featuring up to eight levels and a deadly boss. You start on the dusty, desperado-infested streets of a nameless cow town, armed only with your trusty .45 revolver. As you work your way through different Old West locations, you can pick up more powerful weapons: a double .45 rig, a 12-round rifle, a Sharp .50 rifle, a shotgun, a Gatling gun, and a cannon.

HOT HINTS

- There's a 12-round rifle hidden behind the bank sign.
- At the beginning of the Stagecoach Hold-Up, shoot the rear rider first, then the rider in front of him, then the hombre at the top of the coach.
- There's a .50 Sharp rifle hidden behind the saloon sign.
- Watch the bottom of the train.
- When facing the trio of gunslinging bosses, keep your gun trained on the left one and shoot across the screen when any one of them moves.
- Take your time shooting bottles in the bonus stages. Accuracy is much more important than speed.
- If you see an innocent bystander, use the time to quickly reload.

How the West Is Won



1. **Shields** Show you how many hits you can take before using another continue.
2. **Innocent Bystander** If you shoot one, you lose a shield.
3. **Enemy** Shoot them before they shoot you.
4. **Bullet Hole** Indicates you've been hit.
5. **Weapon Power-Up** Shoot it to get a new, more powerful weapon.
6. **Ammo** Don't let this get too low. You can reload weapons (except the Gatling gun and cannon) by firing offscreen.
7. **Two-Player Mode** Ammo, scores, and shields are displayed separately.

OVERVIEW

This outstanding cart puts you behind the gun sights on the streets of the Old West, with a six-gun in your hand and a bushwhackin' bandit behind every saloon door and hitchin' post. Konami has used the celebrated game engine of *Lethal Enforcers* to create the most realistic and exciting simulation ever of what it must have been like to face off against renegades and desperadoes in the days when the Colt was king. *Lethal Enforcers II: Gun Fighters* is a nonstop, first-person-point-of-view Adventure in the wild, wild West. And it packs in more showdowns and shoot-outs than every Clint Eastwood movie and Louis L'Amour book combined. Slap leather, Pilgrim!

PUBLISHER: **Konami** PLAYERS: **1 or 2**
CONTROLLER: **Konami Justifier (recommended), 3-Button**
MA-13

The Saloon Showdown

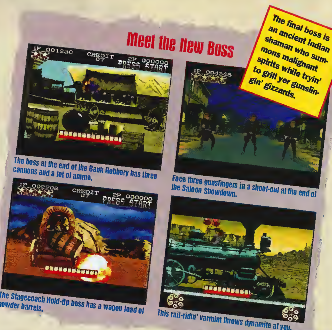


The outlaws up on the stairwell are your toughest enemies.

There's a rifle behind that flowerpot. Shoot it out!

Meet the New Boss

The final boss is an ancient Indian shaman who summons malignant spirits while tryin' to grill yer gunslingin' gizzards.



The boss at the end of the Bank Robbery has three cannons and a lot of ammo.

Face three gunslingers in a shoot-out at the end of the Saloon Showdown.

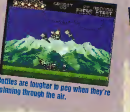
The Stagecoach Hold-Up boss has a wagon load of powder barrels.

This rail-ridin' varmint throws dynamite at you.

Bonus Rounds



Ninety-nine bottles of beer on the... oooops...ninety-eight bottles of beer on the wall...



Bottles are tougher to peg when they're spinning through the air.

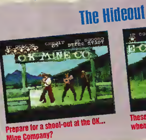
The Bank Robbery



Don't take the cannon unless you lose the double rig.

Use the Gatling gun when surrounded.

The Hideout



Prepare for a shoot-out at the OK... Mine Company?

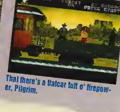


These hombres come out shootin' when you find the hideout.

The Train Robbery



That hobo below is ridin' the rails with a rifle.



That there's a flatcar full o' firepower, Pilgrim.



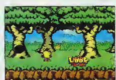
The Pac Is Back!

And He's Out of Control! (Really)



Welcome to Pac-World

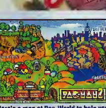
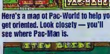
The innovative concept of a free-willed main character makes things interesting, quite interesting. First on the agenda is learning how to persuade Pac-Man to do what you want him to do. It takes a little getting used to, but it's easy once you get the hang of it. You're armed with a slingshot to bean items on the screen, and a "Look" sign to get Pac-Man's attention. You draw his interest to people, animals, and objects to entice him to walk in different directions and discover things. That is, if he feels like it. If he's upset, he doesn't pay attention to you. But don't sweat—when Pac-Man needs a 'tude adjustment, find him some food or something cool to look at and he's happy again. You're also equipped with power pellets, which you'll need to fire at Pac-Man whenever the dreaded ghosts appear. He can use them to become Super Pac-Man and eat those filmy phantoms.



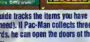
Fire a power pellet with Button A. Use your slingshot (Button B) to shoot items onscreen. Use the Look command to get Pac-Man's attention by pressing Button C and the D-Pad.

Multitude of Missions

In his new game, Pac-Man is a family man, with a wife (Ms. Pac-Man), two young 'uns (Pac-Junior and Pac-Baby), and a dog (Chomp-Chomp). Pac-Man ventures through the city, the countryside, the mountains, and a factory to defeat the evil Ghost Witch of Netor and return all the stolen bubble gum to the kids of Pac-City. Among other errands, he gets milk for Pac-Baby, retrieves Pac-Junior's guitar, and gets flowers for his neighbor, Lucy. But Pac-Man has a mind of his own (thanks to Namco's Character Guidance Interface technology) and gets himself into a ton of trouble if gamers don't show him the right way to go.

Here's a map of Pac-World to help you get oriented. Look closely — you'll see where Pac-Man is.

The guide tracks the items you have (and need). If Pac-Man collects three ID cards, he can open the doors of the factory.

OVERVIEW

Believe it. Namco's *Pac-Man 2* for the Genesis is unlike any game you've ever played — 'cuz in this game you can't control the main character. *Whaaaaat?* you ask. That's right. You can't *control* Pac-Man. You can *influence* him as you *guide* him through his universe, but you can't directly *control* him (now you know how your parents feel). Hey, but what do you expect from a legend? This hero has revolutionized the video scene from his first appearance back in 1980. When his now-classic video game was introduced, it sparked a craze that included Pac-Man cereal, books on how to master *Pac-Man*, Pac-Man vitamins, a Pac-Man cartoon on TV, and even a Pac-Man Day! Now Pac-Man's back in a completely unique game — free to explore a wild cartoon world (with your help of course).

PUBLISHER: **Namco**	PLAYERS: **1**
CONTROLLER: **3-Button**	GA



Hit the balloon lady for a dose of helium.

A Pac-Man For All Seasons

Although the story line of *Pac-Man 2* sounds like it's aimed at a younger audience, it's really a game with enough problem-solving challenges for even the most experienced players. Your timing has to be flawless as you lead Pac-Man on a mine-car trip through rocky ledges or help him maneuver his hang glider over treetops. What's really unusual is that *Pac-Man 2* is never the same game twice, since players control the story. When an independent



This guy's not shy — get him angry and he lets you know.

main character (that's an understatement with Pac-Man) is free to roam, it's like being dropped into the middle of a cartoon on TV — completely unpredictable. Most times, you'll love Pac-Man's personality. Other times, well, let's just say you may find yourself aiming your slingshot in his direction (brace yourself for a serious temper tantrum if you hit him). Less experienced and younger gamers may have a hard time getting to all the levels, but they'll still enjoy the ever-changing story, upbeat music, and animations.



It takes three Game-Paks to play Pac-Man Jr. in the arcade.

A Temperamental Guy

Pac-Man's animations will keep you laughing — he has nearly 1,000 expressions that practically bring him to life.











Shoot a power pellet at Pac-Man, and he becomes Super Pac-Man — ready to gobble some ghastly ghosts.

HOT HINTS

- ✔ Go with Pac-Man into the arcade, where he can play the original Pac-Man.
- ✔ When Pac-Man can't reach something, shoot him with the slingshot to make him jump.
- ✔ Look for the robbers in the cave. Try making Pac-Man superangry before you send him after them.
- ✔ If Pac-Man falls backward and passes out, the "cartoon" ends. But if you're quick enough to hit him with your slingshot, he'll snap out of it.
- ✔ Don't forget to monitor Pac-Man's mood. Keep him happy with food (purple grapes, not the green ones) or things to look at (like the butterflies or birds hidden in the trees).
- ✔ After you find Lucy's flowers, take the shortcut home by finding the hidden ropes in the trees.
- ✔ One of the ghosts has one of the three ID cards needed to open the doors of the factory.
- ✔ To get to the rooftop, find the balloon lady, hit her so she loses her balloons, then watch what happens!
- ✔ Watch out for garbage cans with eyes – you'll find ghosts in them.



Good News for Pac-Maniacs

For those who just can't get enough of our little round friend, Namco offers a trio of Pac-titles.

Gobble ghosts on the go with the classic Game Gear Pac-Man.



The Ms. has a Game Gear title of her own, appropriately titled Ms. Pac-Man. Her cart duplicates the original arcade blockbuster but also offers a harder mode with faster ghosts, a zoom feature, and a Gear-to-Gear version that has the second player control Mr. Pac-Man.



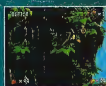
If you're into classics, don't miss Pac-Attack, available on both Genesis and Game Gear. It's a Tetris-like puzzle with a two-player Versus mode, in which you hook up with a friend Gear-to-Gear for guaranteed ghost-gobbling fun.



Legendary Mayan Mayhem

Multitalented Harry Jr. Makes Good

Longtime *Pitfall* fans are gonna be amazed at the number of things Harry Jr. can do. This guy can climb ropes and vines hand over hand (and slide down 'em after), swing on vines, launch himself into the air on bungee plants, use his whip to cross peg bridges, spring off spiderwebs, ride ziplines, pull levers, ride mine cars, crawl on his belly, and more, more, more. You get ten big levels chock-full of hidden areas, bonus games, stuff to collect, and ways to die. There are plenty of items like the Time Keeper (freezes time), the Mayan Chili Pepper (increases running and jumping), the Sacred Heart (restores health), the Golden Idol (adds a life), and various Treasure Pieces (collect 50 points' worth for a continue).



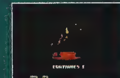
If you find items tough to get to, try doing a back dig off a surface by jumping and then hitting Up/Diagonal on your D-Pad.

Astounding Animation and Art

The animation in *Pitfall: The Mayan Adventure* is the work of Kroyer Films, the folks who created the movie *Ferngully*. This crew used traditional cell-animation techniques to give the game life. The hand animation of the sprites and art (done by a team of more than 40) before conversion to digital gives *Pitfall* an amazing edge in look and feel. With more than 2,000 frames of animation (1,000 for Harry Jr. alone), the character movement is absolutely spectacular. Add 3-D effects created on Silicon Graphics computers — check out the swinging pendulums of flame in the temple stages — and you get an astounding hybrid of cutting-edge techniques and traditional animation. The musical score feels like an adventure-film sound track. Welcome back, *Pitfall*. It's great to be hangin' with Harry again.



Hit hanging containers with your sling to release the contents, but be aware that some contain enemies.

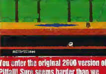


The folks at Activision are planning a surprise for players who collect the letters that spell PITFALL hidden throughout the game.

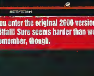
Travel into Your Gaming Past



The bitty-looking white scorpion gives you a clue. Jump to the left, and you hit a web behind those rocks.



The web tosses you up into the wall. Go right toward the opening and enter.



You enter the original 2600 version of Pitfall! Sure seems harder than we remember, though.

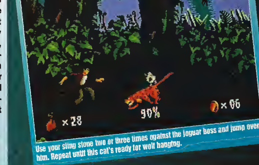
OVERVIEW

Like father, like son. Harry Jr.'s dad has been snagged. Now Junior has to dive headlong into uncharted jungles filled with unthinkable hazards. The game? It's *Pitfall: The Mayan Adventure* from Activision. With some of the finest animation we've ever seen on a Genesis title (created by a crew that specializes in full-length animated movies), this game sends one player on a vine-swinging, mine-cart-riding, tomb-crawling search for your pop, who's been nabbed by an evil spirit. Armed at the outset with only your trusty sling and a few stones, you take on both natural and supernatural opponents as you fight your way through Central America. The best-selling *Pitfall* series is back, and it looks better than ever.

PUBLISHER: **Activision** PLAYERS: **1**

CONTROLLER: **3- or 6-Button (recommended)**

GA



Use your sling stone two or three times against the jaguar boss and jump over him. Repeat until this cat's ready for wolf hanging.



Harry Jr. travels across vines with his whip.



You may have to crawl on your belly to get necessary items.

PITFALL™

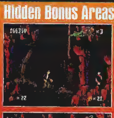
THE MAYAN ADVENTURE

Peppers Pump Jumps



Get this Chili above the wooden bridge so that you can jump high enough to collect an extra life. We wonder how a Chili could make a person jump....Hmm.

Hidden Bonus Areas





Simon-like bonus games hidden throughout Pitfall let you win a grand prize by completing all the lever moves in the proper order. Find this one by exploding a barrel in the Mines and entering the now-open wall behind it.



Ziplines help you get from one area to the next in outdoor stages.

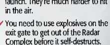
HOT HINTS

- The Mayan Boomerang disappears if you don't grab it immediately after use.
- Crouch on a tree stump for a launch upward.
- If a web blocks a passage, use the Super Shot to clear it.
- Try the walls. The game is riddled with hidden passages.
- You're an easier target when downhill from your enemies.
- There is always a path to items you see but can't seem to reach. Keep trying.

24 Hours to Nuclear Death

HOT HINTS

- Record your passwords. You start each new mission with all your chopper's guns loaded and ready to go and a full tank of fuel.
- If you run straight at bunkered enemies, they blow you away before you can take them out. Run zig-zag, and throw a grenade, knife, or rocket in their direction.
- Once you've picked up the virus software in Mission 1, you have just one minute to get into the Radar Complex.
- Try to take out the jets before they launch. They're much harder to hit in the air.
- You need to use explosives on the exit gate to get out of the Radar Complex before it self-destructs.





It Don't Come Easy

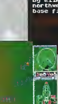
As the chopper piloting leader of an elite antiterrorist squad, you have 24 hours to stop a Zyristrian madman named Ivan from plunging the world into nuclear winter. The action takes place on two platforms: helicopter seek-and-destroy missions and ground missions in which you control one of your three soldiers through buildings and bunkers. You start with one life, no continues. Lose that life or get all three of your commandos killed, and it's mush-room-cloud time. Survive a mission, and you get a password. Ivan's in the red zone. And it's your job to take him out.

If you like your game play tough, you've come to the right place. *Red Zone* gives you little margin for error, which, while frustrating for less experienced gamers, does add to the realism of the game. When you're trying to stop a lunatic with a sandbox full of nukes, you don't get a second chance.

Before you can fight a good game against Ivan's forces, you need to learn the lay of the land. Press Start to bring up a radar map that shows your general location and the placement of repair kits, ammo, and fuel refills. Working deeper in the radar, you can determine the layout of each enemy installation and even what type of artillery surrounds them.

Obstacles abound, from screaming Mig jet fighters to individual ground troops armed with rocket launchers. With only 24 hours to stop Ivan from pushing the button, *Red Zone* keeps the action fast and furious. Think you're up to the challenge?

Follow the laser beacon to the southeast, and you get virus software from this agent.



Mission profiles give you objectives and show you where to go.



The cannon guarding the Radar Complex cannot be destroyed. Once you've located the gate, charge in and destroy the radar. Sit still, and you're toast.



Migs are tough to peg in the air. They can try you with a couple of passes.

OVERVIEW

A mad dictator. A nuclear arsenal big enough to toast the world. An Apache attack helicopter, and you. Sounds like a formula for Action in *Red Zone* from Time Warner Interactive. *Red Zone* follows the success of Aerial Combat/Assault games such as *Urban Strike* and adds to the excitement with 3-D overhead missions and full-motion, two-color video. The result is a game that plays slick, fast, and tough!

PUBLISHER: **Time Warner Interactive** PLAYERS: **1**
CONTROLLER: **3-Button**

MA-13



Your commandos are ready to stop Ivan in his tracks. You might say they're seein' red.



Bad to the Bone Racing

Rock n' Roll Racing™

MONEY: $2,000
COBRA MARK VII
UPGRADE: WAR HAMMER $40,000

Gordo the Saurian's Gift Shop has it all, but you might want to hold off on accessories until you've bought the Air Blade.

Let the Carnage Begin!

The Saurians got the ideas for racing and rock-and-roll from mankind. Then they added a few of their own touches—like automotive weaponry, offtrack mayhem, and five planets' worth of deadly tracks.

You start by choosing any of the galaxy's top-notch racing heroes. Select your car and adapt



It's so difficult to find a good hero these days.



Ready, aim, fire!

it to the track, and you're ready to rumble. It's do or die (sometimes both), and anything goes. Bash and trash the competition as you hug the curves of the course, and pick up *dinero* and car armor in the process. Scream through shortcuts. Blow up your opponents. And rock out to hard-driving tunes like "Bad to the Bone" and "Born to be Wild." For game play that's way, way out of bounds, kick into high gear with *Rock n' Roll Racing*.

Don't let your enemies bump your car too much or...kaboom

Accelerate through the opening of each race to reach top speed when it begins.

To fire the car's Jump Jets for an extra burst of speed, double-tap the accelerate button.

OVERVIEW

Earthbound racing too tame for you? Tear into the interplanetary future with Interplay's *Rock n' Roll Racing* for the Genesis. You're up against the toughest alien racers this side of the galaxy. And the tracks, vehicles, and tunes aren't exactly gentle either. The courses have spikes, the off-road action can get even uglier, and the brutality just keeps escalating as you advance to meaner planets and opponents. If you're looking for a fierce racing challenge, this cart's outrageous sound track and no-holds-barred action are gonna drive you wild.

PUBLISHER: **Interplay** PLAYERS: **1 or 2**
CONTROLLER: **3- or 6-Button**



HOT HINTS

- ✔ Look for alternate routes in your race map. If you're not sure whether the judges allow a particular route, let an opponent drive ahead of you and follow him.
- ✔ If you're caught in a crowd, use your fire button to blast the competition out of the way or run them into a sidewall.
- ✔ Memorize the positions of power-ups in your first lap. Then plan every turn so that you can collect each one.
- ✔ Save your money in the first set of races to buy the best car rather than spending it on any of the add-ons for your current car.


GLOP! SQUISH! SPLAT!
the Pagemaster™
Escape from danger with sticky hands!
Throw gooey eyeballs at pirates!
Chase skeletons away with magic dust!
GENESIS
This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ system.
GA
Fox Interactive™ & © 1994 "The Pagemaster"™ & ©1994 Twentieth Century Fox Film Corporation and Turner Pictures. All Rights Reserved. Genesis is a trademark of Sega Enterprises, Ltd. All Rights Reserved.
FOX INTERACTIVE

Page-Burning Adventures

Battle Through a Library of Wild Stories

HOT HINTS

- ✔ Avoid large eggs. They tend to hatch, you know.
- ✔ Just because you can't see a pirate doesn't mean that he's not hot on your trail. Pirates can tag you from just offscreen.
- ✔ Use the giant skull as a stepping-stone to out-of-reach books. They might open up and give you a ride.

How's that for a set of lungs? Jump over the big bad wolf before he blows you back a level.

Throw the Book At 'Em

You play as Richard Tyler (who bears a striking resemblance to Macaulay Culkin), a timid, bespectacled guy who's forced to conquer his fears when he loses his way in an enormous, magical library. Our bookworm hero must fight and puzzle his way through 68 levels of three huge worlds: Horror, Adventure, and Fantasy. Confrontations with some of the most dastardly villains in literature, from the pirate Jean Lafitte to Frankenstein's monster, go a long way toward teaching Richard


Think this is what they mean by skeleton key?

courage. Swordsmanship, high-seas derring-do, and some high-wire beanstalk climbing are all part of the action.

You improve your odds by acquiring an arsenal of horrible eyeballs, green slime, a magic shield, and other fantastic weapons. To exit the ghoulish repository of books, you must also find all the hidden library cards. And that's a solid challenge, even for the well read.


No exit. Emphatically no exit.


This peg-legged pirate's balance suddenly improves when he wants to take a swing at you.

OVERVIEW

Ever get lost in a good book? Well, prepare to get really lost in a gargantuan library in *The Pagemaster*, from Fox Interactive, based on the upcoming magic-adventure movie. Dive into some of the most fantastic stories of all time — from *Dr. Jekyll and Mr. Hyde* to *Gulliver's Travels* — as you explore the library's secret passageways, avoid its lethal booby traps, and search for the exit back into the real world. This Genesis Action/Adventure is a video game first — it's hitting the shelves as soon as the movie comes out, so you can play the game as soon as you see the awesome flick. And this one-player title contains all the thrilling events that make the film a blast.

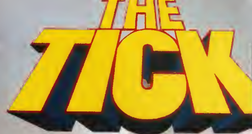
PUBLISHER: **Fox Interactive**	PLAYERS: **1**
CONTROLLER: **3-Button**	GA

Books Worth Checking Out


Books can give you a lift.

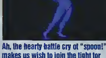

A hefty tome can also knock you upside the head.


Run headlong into books to release power-ups.




Take that! And that! And that!


Ahah! I saw that coming! I let you do that!


Ah, the hearty battle cry of "spoon!" It makes us wish to join the fight for right...with knife and fork.

Underground Comic Hero Strikes It Big on Genesis

The Telltale Tick

A Hero For the Nineties

While the Tick is currently the star of one of America's hottest cartoon shows, the history of this blue hero goes back a lot further. Like the Teenage Mutant Ninja Turtles, the Tick started life as an underground, black-and-white comic. We remember reading about the Tick six years ago. He's only gotten better with age. You might say he's the perfect hero for the 1990s: big and strong, morally correct, an outstanding fighter, occasionally brilliant, and often dumber than a rock. But nice.

Though the Tick may have comic undertones, the action is solid, with realistic martial-arts fighting and enough tricky levels to keep your fingers poppin' the buttons. If you are a fan of the bizarre, the underground, or cartoon superheroes in general, put the flea collar on your dog, don't worry about Lyme disease, burrow in, and keep your eyeballs peeled for *The Tick.*


A wheelchair makes a handy piece of headwear for this hospital villain.


The Tick can negotiate the most dangerous situations with the grace of a...a...you know!



A seriously zany static screen previews each round. A million zillion?



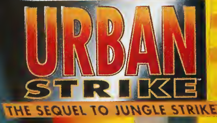
The Tick has some competition in the superhero department.

OVERVIEW

"Spoon!" What superhero fan can hear this distinctive war cry and not think of the Tick, that big blue guy with a heart of gold and the brains of a flea. Fox Interactive is bringing this lovable basher of brutes and thwarter of thugs to your Genesis with *The Tick*, a hilarious one-player Action-fest. Playing as the big blue blundering hero, you stand about seven feet tall, weigh 400 pounds, and are strong enough to use the city for your personal gym. And you get to pound away at all the superwacky villains from the cartoon show.

PUBLISHER: **Fox Interactive** PLAYERS: **1**
CONTROLLER: **3-Button**
MA-13

Strike a Blow For Freedom



Vacation out Of Bounds

So you're sitting on the beach in Hawaii, soaking up the rays (and a few tropical coolers), when you learn that the TV hate-monger Malone is up to his old tricks. It's back into the skies behind the stick of a Mohican attack helicopter — and a more powerful Blackhawke, if you can find it — to conduct a series of ten multi-mission campaigns against Malone's strongholds, from the sunny Hawaiian Islands, up the West Coast, through the casinos, and finally for a phenomenal showdown somewhere at Malone's fortress in the East.

Two things make your job a little less daunting: your pool of copilots and your Watchcom.

Each copilot has a different skill rating for both gun control (accuracy and range) and winch control (speed and timing). A good gunner who's a poor wincher may make you work a little harder at picking up people or cargo. A poor gunner may have shorter range and less accuracy. Rescuing MIA copilots increases both your talent pool and your chances of success.

The Watchcom is a handy unit that you see being uploaded at every mission briefing. Access it with the Start button to toggle through the objectives of your current campaign; the locations of important items like ammo, fuel, and armor power-ups; and the status of your current helicopter.

Urban Strike gives you the tools you need to save America from the clutches of a truly twisted egomaniac. All you need to supply is the skill, the courage, and the desire to be the leanest, meanest helicopter pilot alive.

HOT HINTS

- ✔ Each copilot has different skill ratings in gunnery and winching. Decide which is more important to your mission before selecting a copilot. They do make a difference.
- ✔ Get the Blackhawke helicopter whenever possible. It has twice as much armor and ammo as the Mohican.
- ✔ Keep tabs on your missions and locations with your Watchcom.



The price for failure is high, flyboy.

OVERVIEW

Load your guns. Check your aerial cannon. Rev up your chopper. Electronic Arts is about to put you back into the skies with *Urban Strike*, the next great chapter in the *Strike* helicopter-combat series. As the sun-loving leader of an elite UN strike force, you must stop a megalomaniac from taking over America from normal folks like you and us. Malone's his name, and a dictatorial America is his game. The guy's a major weasel, and you get to do him in. With selectable copilots, password save, and ten big campaigns, *Urban Strike* will satisfy the cravings of any freedom fighter who's wanted to kick the snot out of a dirty dictator.

PUBLISHER: **Electronic Arts**	PLAYERS: **1**
CONTROLLER: **3- or 6-Button**	MA-13

Copilots: MIA

Putting a crimp in Malone's plans is only a part of your task. Check your list of available copilots before each mission, and you'll see that some are MIA (that's missing in action). As many as three can be missing from the roster at one time. Watch carefully as you carry out your missions. Don't blast anyone just standing around and not firing at you. It could be one of your copilots. Drop your ladder and winch 'em aboard to add to your repertoire and earn some extra points.

Atsuko Matsumono: Stinger

Mark Douglas: Long-Haul

Simon Freeman: Freeperson

Peter Demetri: Cossak

Jim Flaherty: Outback

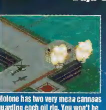
Jill Fishbein: Legal

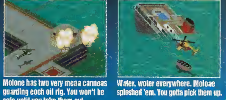
Erich Newhauser: Newguy

Willy Aguillar: Bravo

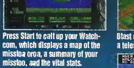

The Russian submariners are your allies. Malone's cronies are running the chopper and patrol boat. This is the time to fly backward and unload your missiles.

Baja Oil Rigs

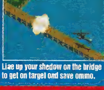

Malone has two very mean cannons guarding each oil rig. You won't be safe until you take them out.


Water, water everywhere. Malone splashed 'em. You gotta pick them up.

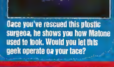
Campaign Hawaii



Press Start to call up your Watchcom, which displays a map of the mission area, a summary of your mission, and the vital stats.


Blast open this armored truck to get a telescope mirror.

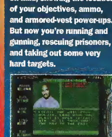


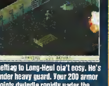
Line up your shadow on the bridge to get on target and save ammo.

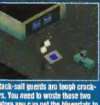

Once you've rescued this plastic surgeon, he shows you how Malone used to look. Would you let this geek operate on your face?

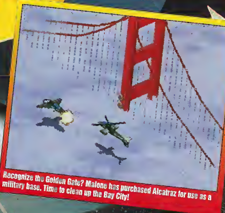
Ground Bound

Not all the Urban Strike action takes place in the air. You have a few covert ground-based missions as well. Your Watchcom works the same on land, showing the location of your objectives, ammo, and armored-vest power-ups. But now you're running and gunning, rescuing prisoners, and taking out some very hard targets.

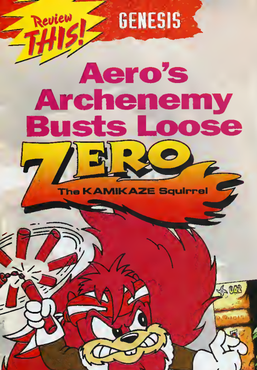

Long-Hout is one of the MIA copilots. He is being held in a cell on Alcatraz. Break him outta da rock!


Getting to Long-Haul ain't easy. He's under heavy guard. Your 200 armor points dwindle rapidly under the onslaught from this guard.


Black-suit guards are tough crackers. You need to waste these two before you can get the blueprints to Alcatraz from the drafting table.


Recognize the Golden Gate? Malone has purchased Alcatraz for use as a military base. Time to clean up the Bay City!

Aero's Archenemy Busts Loose



Nuts to You

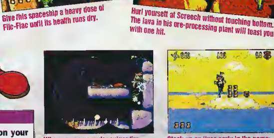
Zero's up against a diabolical lumberjack named Jaques LeSheets. To save his forest home, the bucktoothed warrior must swoop, spin, and Flic-Flac his way through seven peril-ridden regions. Flic-Flac? It's a high-speed tucked jump with a devastating midair kick thrown in for good measure. Zero's also got nunchakus for up-close enemies, razor-sharp stars that he can fling from a distance, and a Super Dive that can propel him up caverns, above toxic waste pools, and into the clouds.

You'll have to pull Zero's moves pretty fast to foil all the weird and wild enemies in his path — rock-solid Boulder Men, twerps with propellers on their heads, and more. Just to make things more difficult, snipers will target you from time to time.

Zero is an easy game to get into, but by the time you move into the Mountain Tunnels, you'll be begging for mercy. So order a pizza, get comfortable, and prepare for some seriously challenging action.

HOT HINTS

- ✔ Spin-attack the surveillance cameras twice.
- ✔ Too many leaps on a cliff pod, and it swallows you whole and spits out your bones.
- ✔ Bonus-round doors burst if you overinflate them.
- ✔ Flic-Flac enemies by pressing the D-Pad Left or Right, then pressing Button C.



Give this spaceship a heavy dose of Flic-Flac until its health runs dry.

Hurl yourself at Screech without touching bottom. The lava in his ore-processing plant will toast you with one hit.

When you come under sniper fire, skedaddle. Counterattack is useless.

Blast these infernal enemies from behind, or they'll toss you into the fiery pools.

Stock up on lives early in the game: Bounce to the cloud above the second palm tree. Then Super Dive your way to the cloud on the left for two lives and a whole mess of health.

Perfect your Super Dive techniques in the test areas.

OVERVIEW

You battled him in *Aero the Acro-Bat*. Now he's on your side in a high-flying, high-kicking Genesis game of his own. *Zero the Kamikaze Squirrel* from Sunsoft takes one player on an Action/Adventure crammed with wily enemies, hidden areas, and fighting moves galore. In addition to his trademark Dive-Bomb, this daredevil rodent has a whole arsenal of wild martial-arts maneuvers that'll keep your fingers scrambling. He's also got a scream that could curl the hair on your chest. If you're a fan of Aero's acrobatics, attacks, and defiant attitude, you're gonna love *Zero the Kamikaze Squirrel*.

PUBLISHER: **Sunsoft**	PLAYERS: **1**
CONTROLLER: **3-Button**	MA-13

16 Megs of Awesome Power...
3 Dimensional Polygon Graphics...
Powerful Sound Track...



Bring it home to your Sega™ Genesis™



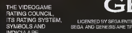
U L T I M A T E   A R C A D E   A C T I O N

VIEWPOINT™

An Arcade hit on the Neo Geo System!

GENESIS™

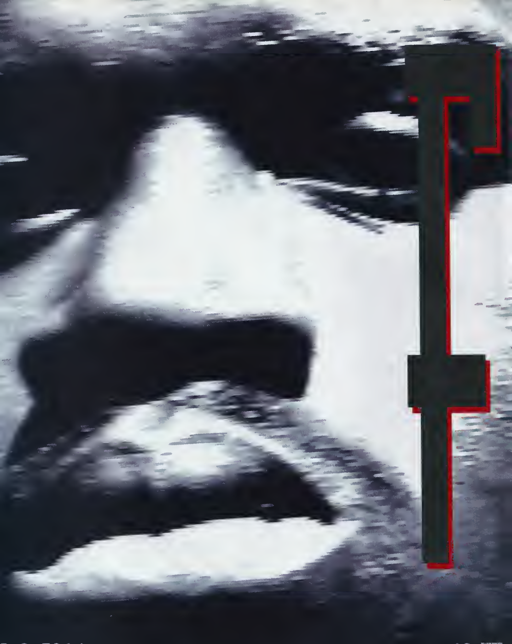




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5-3-7214 SHAQ-FU ENFORCER OF JUSTICE 42-

HE WEARS

SIZE 22 EEE SHOES

ON HIS FEET.

HIS OPPONENTS

USUALLY WEAR THEM

ON THEIR FACE.



WELCOME TO KUNG-FU, SHAQ-STYLE. LIFE-LIKE ANIMATION FROM DELPHINE (THE MAKERS OF FLASHBACK) TURNS SHAQ LOOSE ON THE MANY FACES OF EVIL. FROM HIS MASSIVE HANDS TO HIS SIZE 22EEE FEET, YOU'LL FEEL EVERY SINGLE BRAIN-ALTERING BLOW.



SHAQ-HOUSE DEVASTATES MEPHIS THE SCUMBAG.



SHAQ-ATTAQ ROCKS THE VOO-DOO QUEEN'S WORLD.

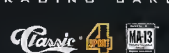


TWO OF SHAQ'S ENEMIES, BEAST AND RAJA, GO AT IT.



SHAQ-SMAQ BRINGS THE EVIL AUROCH TO HIS KNEES.

PSSSST. IT IS A WISE MAN WHO LOOKS FOR EXCLUSIVE SHAQ-FU HINTS AND TIPS IN CLASSIC 4-SPORT TRADING CARDS.





Mickey on The Loose

Adventure Through a Kingdom Of Magic and Mystery

King for a Day

It's a sad day in King Pete's realm. The crops are withering and the townsfolk are hungry. And according to a mysterious manuscript, the kingdom will revive only if the king undertakes a risky quest for the answer. But Mickey's archenemy is up to his old tricks. Devious King Pete appoints our hero temporary ruler and sends him off to face the dangers that threaten the kingdom himself. When Pete finds out that success will make Mickey the permanent king, he doubles the troubles in our hero's path.

As Mickey, you make your way through such hazard-fraught regions as Castle Goofstein and Duckingham Palace. Cave creatures attack you, wily weasels hinder you, and wild fish chase after you. To get past the puzzles and enemies in your path, you need to be quick-witted and fast fingered. Do all that and heed the advice of the wise magicians you encounter, and you just might win the throne for keeps.


Stay clear. This is not a helping hand.


Can't get across? Let these friendly opossums play hot-potato with you.


A backward barrel-roll can help you reach high places.

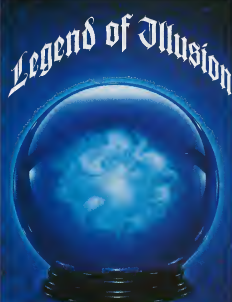

Mickey takes his high-wire act on the road.

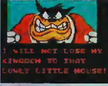
OVERVIEW

You've unraveled the puzzles in *Castle of Illusion*. You've unlocked the secrets of *Land of Illusion*. Well slip on those white mouse gloves once again, 'cuz you're about to embark on Mickey's most spellbinding Adventure ever in Sega's *Legend of Illusion Starring Mickey Mouse* for Game Gear. To save his kingdom from a perilous fate, Mickey must solve slippery puzzles, avoid the clutches of treacherous weasels and sand sharks, and team up with old friends like Donald Duck and Goofy. If great graphics, hilarious animation, and a cast of Disney characters are your style, make way for Mickey in this rollicking good game.

PUBLISHER: **Sega** PLAYERS: **1**
GEAR TO GEAR? **No**





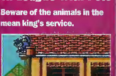


Pete will stop at nothing to prevent Mickey from becoming king.



In League with Pete

Beware of the animals in the mean king's service.


The feline populotron kicks barrels at you from the rooftops. Meouch!


Throw your magical soap at those slippery snakes.


Whoa! Keep your distance from the town weasels.

Plunge Into Seas of Mystery


Ecco gets into some fishy situations! Touch any water surface to transform him back into the bottlenose dolphin.


If Ecco is running low on air, use the sonar map to look for underwater air caverns.

ECCO
THE TIDES OF TIME

Future Shock

Trellia, Ecco's descendant from the future, is his guide in this new adventure. She begins by warning Ecco that he and his undersea comrades face two possible futures. One is tranquil and beautiful; Ecco's descendants swim freely through the sea and the skies, and all creatures live in harmony. The other future is cold and forbidding. Ecco must embark on a race against time itself. If he fails, an evil, deadly future will reign.

Countless dangers and obstacles stand in Ecco's way. Through his travels, Ecco must break through shell barriers, unlock door glyphs guarding the unknown, solve barrier puzzles by pushing blocks with his nose, seek and aid the Asterite, and jump through silvery teleport rings in astounding 3-D levels.

Ecco: The Tides of Time provides all gamers with a solid challenge and hours of underwater fun. A password save and unlimited continues help you progress through the 17 huge levels. So what are you waiting for? Take a deep breath, and dive in!

HOT HINTS

- ✔ Ecco doesn't have to go through a teleport ring to activate it – he only has to touch it.
- ✔ Follow the orca closely, or else you'll scroll offscreen and have to begin again.
- ✔ The Globe Holder harbors the last of two very important items. To defeat it, you must sing it toward a wall where it takes damage when it bounces. Don't get crushed when it springs back.
- ✔ Use your sonar map in the block-pushing puzzles.
- ✔ To leap over rocks, jump diagonally upward at the water surface.
- ✔ Ecco may receive accolades from friend singers before he's finished the game.
- ✔ Sing to a clam to restore air and health completely.

OVERVIEW

Ecco's back with a splash. No sooner has the bottlenose dolphin defeated the sinister Vortex Queen and restored peace to the waters than new troubles disturb the sea. Sega's *Ecco: The Tides of Time* for the Game Gear takes one player from Ecco's underwater home bay into the future, where the sky and the ocean have merged to form dangerous and challenging pathways to unknown lands. This time around, Ecco must swim his way through new mind-bending puzzles, harrowing force-scrolling adventures, and enemy-ridden sea worlds. Dazzling 3-D graphics and a huge new underwater cast await. Are you ready to take the plunge?

PUBLISHER: **Sega** PLAYERS: **1**
GEAR TO GEAR? **No**
GA



The wise and powerful Asterite needs Ecco's help to regain his strength.

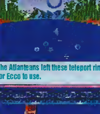


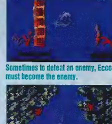




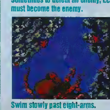



The Atlanteans left these teleport rings for Ecco to use.

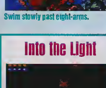




Sometimes to defeat an enemy, Ecco must become the enemy.



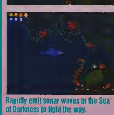
Swim slowly past eight-arms.



Into the Light

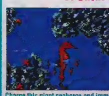




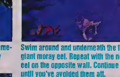


Rapidly emit sonar waves in the Sea of Darkness to light the way.

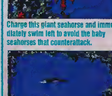
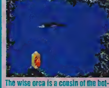
Creatures of the Sea



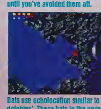
Charge this giant seahorse and immediately swim left to avoid the baby seahorses that counterattack.

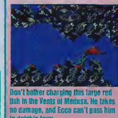
Swim around and underneath the first giant moray eel. Repeat with the next eel on the opposite wall. Continue until you've avoided them all.

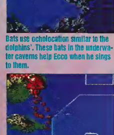
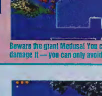
The wise orca is a cousin of the bottlenose dolphin.



Bats use echolocation similar to the dolphins'. These bats in the underwater caverns help Ecco when he sings to them.



Don't bother charging this large red fish in the Vents of Medusa. He takes no damage, and Ecco can't pass him in dolphin form.

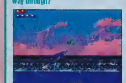
Beware the giant Medusa! You can't damage it — you can only avoid it.



Puzzles like these block the way to the Asterite's globes. Can you see the way through?



The orca takes Ecco to his beautiful ancestor, Trellia. Stay close!



Look for morph points. They can transform Ecco into other creatures, like a sea gull.

Trellia tells Ecco of the threat posed by the Vortex Queen and transports Ecco to her own future.

Marvin the Martian Captures Taz!

Great Looney Tunes Action on Game Gear

Taz Not Like Zoo

In his second starring role on the portable screen, Taz finds himself the newest exhibit in Marvin the Martian's intergalactic zoo. Unfortunately for the Martian zookeeper, it's going to be a lot tougher to keep his ill-tempered guest caged than it was to catch him. To escape from Mars and return to Earth, you must battle through five levels packed with enemies, traps, and puzzling mazes. Combine Taz's all-consuming hunger and boundless determination with his ability to spin like a whirlwind, and you just may succeed in getting home.

Taz Hungry

Power-ups scattered throughout each level help Taz's escape. Keep your eyes open for the 1-up, which gives Taz a free life. Generally, one is hidden in each level. Weapon power-ups are also important. If Taz swallows a bottle of Hot Sauce or a Pile o' Rocks, he can spit flames or stones at tough enemies from a distance. Collect food and First-Aid Kits to restore health. Be careful, though. Some items hurt Taz, like health-depleting bombs. And beware of the Birthday Cake, which packs an explosive surprise.

HOT HINTS

- ✔ Weapon power-ups are good for a limited time, so make the most of them.
- ✔ Avoid spinning over power-ups. You must stop and swallow power-ups to collect them.
- ✔ If you become lost in levels with doorways, stand in front of a door and press Up on the D-Pad. This may lead to hidden areas.
- ✔ In dangerous areas, keep Taz spinning to avoid taking damage. But if Taz spins too long, he stops spinning and becomes dizzy.
- ✔ Avoid spinning recklessly through the Cloud Empire. A fall from that height could flatten even the great Taz.

OVERVIEW

Lock up your refrigerator and power up your Game Gear — here comes *Taz in Escape from Mars*, the new 4-meg Action/Adventure from Sega. This one-player Taz cart will satisfy the appetite of the most voracious gamers. It's got great graphics, challenging game play, and guest appearances by some of the most famous Looney Tunes characters. You'll Taz Tornado your way out of Marvin the Martian's clutches and have a grand time doing it. If high-speed mayhem is your idea of fun, set Taz loose on your Game Gear.

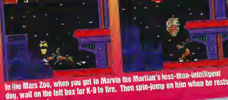
PUBLISHER: **Sega**	PLAYERS: **1**
GEAR TO GEAR? **No**	GA

Marvin the Martian's House

Use the Whirly Copter-Cap to avoid the jaws of K-9.

Defeat Marvin the Martian, and you'll be home free on the next flight to Earth.

Mars Zoo



In the Mars Zoo, when you get to Marvin the Martian's less-than-intelligent dog, wait on the left box for K-9 to fire. Then spin-jump on him when he rests between attacks.

Important Stuff

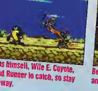


Ricochet up narrow passages to reach higher platforms.

Collect 1-ups to gain extra lives.

Daffy Duck appears frequently throughout the game to pester Taz.

Mexico

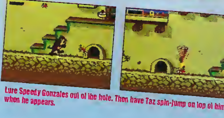


Mr. Genius himself, Wile E. Coyote, has a Road Runner to catch, so stay out of his way.



Be on the lookout for Yosemite Sam and his blazing six-guns, pardner.

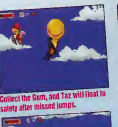




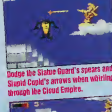
Lure Speedy Gonzales out of the hole. Then have Taz spin-jump on top of him when he appears.



Cloud Empire



Collect the Gum, and Taz will float to safety after missed jumps.



Dodge the Statue Guard's spears and Stupid Cupid's arrows when whirling through the Cloud Empire.



If you stand on cloud platforms too long, they disappear.



Avoid Zeus's lightening bolt, then whirl and attack.

Haunted Castle



Spit rocks at the knights to take them out quickly.

When Witch Hazel is around, it usually means trouble for Taz.

Five X-Men Missing, GamesMaster Suspected

Portable Action from America's Favorite Mutants

OVERVIEW

Marvel's mutants are back, and boy are they mad in Marvel Comics' *X-Men: GamesMaster's Legacy,* the hard-hitting new Adventure from Sega for the Game Gear. X-Men are by far the most popular comic-book characters in America — and they translate masterfully to the small screen. This 4-meg sequel features new X-Men, tougher enemies, bigger characters, and deadlier levels. Exceptional graphics, terrific tunes, and (most important) challenging game play make this one-player game a must for all Game Gear owners who crave portable, action-packed adventure. Let's get one thing straight though — if you want to play as all the X-Men in this cart, you've got to earn them, level by level. Got it?

PUBLISHER: **Sega** PLAYERS: **1**
GEAR TO GEAR? **No**

A Deadly Legacy

The Legacy virus is a terminal disease that has spread through the mutant population at an alarming rate. The mysterious GamesMaster offers the X-Men the cure, but he forces them to play his game by searching five key locations. Bishop, Wolverine, Jean Grey, Rogue, and Gambit are dispatched to the various scenarios, but strangely, each disappears. This is where you take over. The fate of the X-Men and the entire mutant population rests in your ability to meet the challenge of the deadly GamesMaster.

You begin with Storm and Cyclops at your command. Each time you complete a level, you add an X-Man to your forces. You need them all because the GamesMaster has also offered the cure to some of their nastiest enemies, including Apocalypse, Exodus, Mr. Sinister, and Stryfe. The key to success lies in freeing more powerful characters, such as Bishop and Wolverine, first. As a general rule, the flying characters perform better in outdoor levels, and nonflying characters perform better indoors (except for the last level). Either way, you're going to get terrific to-go fun with this second Game Gear title to feature the mutants from Marvel.



The Inner Circle

Find the shortcut to the dungeon in the central-left area of the level.

Avoid traps like the swinging balls in the deadly dungeon.

Shinobi Shaw can attack only at close range, so fight him from a distance.



In the Arctic, dodge the deadly whirlwinds of Siena Blaze, and take the fight to her.

Bishop's mutant power is to absorb energy blasts. A word of caution, though: If he absorbs too much, he overloads and loses it all.

Genosha

In Genosha, the safest route to Fabian Cortez is through the sky, but beware of his dangerous drones.

Don't get near Fabian Cortez with your mutant abilities on, or he'll push you into the water.

Danger Room

The Sentinels can teleport and project energy beams in all directions.

Enter the secret room beneath the boss room to collect an assortment of goodies.

Fitzroy's invulnerability shield drops only when he attacks.

Egyptian Base 1

Cyclops's force beam destroys the barrier to the Hidden Room.

Flip the switch to enter Apocalypse's foul Lair.

Jean Grey's telekinetic powers make her a match for any enemy, including the fiendish Apocalypse.

Rogue's enhanced strength and flying ability make her the equivalent of a human cannonball.

Wolverine's healing abilities allow him to recover from anything his enemies can dish out.

In Avalon, take cover when Exodus unleashes his energy attack.

Gambit's staff keeps enemies at a distance.

HOT HINTS

- ✓ Conserve mutant power for battles with level bosses.
- ✓ If your character's health meter is low, exit to the Character Select screen and restart the level. Once characters are defeated, they are lost for the entire game.
- ✓ Search Egyptian Base 1 carefully to find a hidden ally.
- ✓ Bishop cannot absorb all forms of energy.
- ✓ In Egyptian Base 2, Cyclops's optic blasts and Wolverine's claws are the only mutant powers that can damage Mr. Sinister.

Hot on the Heels of the Smash Movie

Star Trek: Generations Hits Game Gear

A Tale of Two Starships

The first call to action stations is a red alert in the middle of the *Enterprise-B*'s maiden voyage. Why are two renegade Tholian ships attacking? "Lock phasers on target, Mr. Sulu, and fire at will."

And 80 years in the future, another captain of the U.S.S. *Enterprise* is speaking: "Number one, what can you tell me about trilithium, and is it important enough to die for? It would seem the Romulans would say yes, if they ever stopped to talk first."

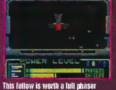


Use quick bursts of rapid-fire phasers to catch these agile Tholian vessels.

As the mystery unravels, you must take the helm of two starships, controlling the entire crews of both *Enterprises*. As Geordi one moment, you scan for the mysterious trilithium aboard Dr. Soren's space observatory. As



From the Sensors screen, you can adjust speed as well as course — and pivot to face the next attack.



This fellow is worth a full phaser burst. Too bad the photon torpedoes are still offline.

Scotty the next, you must hurry to reroute power conduits and avert a warp core breach. Weapons-control officer Worf has a lot in common with Sulu: Will fighting off Romulan warbirds and Klingon bird-of-prey battle cruisers ever change?



"Scotty, more power to shields! Helm, hard about!" Better take another look at the Sensors screen, too.



Dr. Soren has escaped with Geordi as hostage! Where will the energy ribbon reappear?

Logic and patience will help you zero in on the trilithium, if there is any, in the observatory.

Fight for the Federation

You'll need every trick you have ever heard or seen done with a Federation vessel. It takes concentration and the good old-fashioned Russian willpower of Pavel Chekhov to trace those faint distress signals of two refugee ships caught in a strange energy ribbon. Data must follow a similar trail, navigating with his positronic brain to the space observatory under Romulan attack. Two kinds of away missions give Riker a



You can dodge enemy fire and shoot diagonally. Do not get yourself caught in long corridors, mister, with no place to turn.



OVERVIEW

Two distress signals 80 years apart trigger action stations aboard a pair of starships, the *Enterprise-B* and *Enterprise-D*. Immediately both set course for rescue missions. Captains Kirk and Picard will be drawn together, solving puzzles and fighting off enemies old and new. For the first time ever, you play the entire bridge crew of both these starships. And the battles you'll face will make history in a place outside of time — beyond the Nexus.

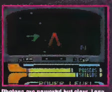
PUBLISHER: **Absolute** PLAYERS: **1**
GEAR TO GEAR? **No**
GA



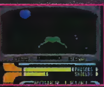
Photon torpedoes are available! Lead the bird of prey by half a screen, or wait for his attacking run and fire photons right down his throat.

chance to get out and do what he likes best — whether beating back Romulan intruders with a hand phaser or rescuing captured crewmates like Geordi and Data. And when that time comes for saucer separation, it is always an act of desperation. But Geordi has the know-how, and you must too.

It's a whole new universe out there. So it's just as well that you've got not one but two of the best bridge crews a pair of captains could ask for. More power to shields! Make it so. Pivot, at warp 2. Engage!



Photons are powerful but slow. Long-range potshots are safest.



How many times has the Enterprise-D bridge crew faced a Klingon bird of prey like this?

TREK®
ATIONS
HE NEXUS

HOT HINTS

- ✔ The ecliptic is for experts: Stay out! Yes, you can dive and climb in a starship, but that just makes it hard to zero in on your attacker. Keep your tactics two-dimensional.
- ✔ On away missions, fire diagonally from cover.
- ✔ Lay down extra power conduits off to the side, and fuse them together to make room downstream.
- ✔ Find the correct sensor signals first, then focus in their sequence.
- ✔ The signals you receive do not repeat: Find the right ones, and you're almost through.
- ✔ Fire salvos of two photon torpedoes at a time.
- ✔ Every hit knocks enemy ships off course: Really battle their hulls with follow-up fire.

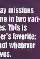
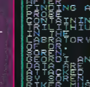
Worf has fought Klingons before. This time we need only bloody their noses.






Scanning is Geordi's responsibility. Those Romulans were here for a reason.

Away missions come in two varieties. This is Riker's favorite: Shoot whatever moves.





Navigating is like falling down a tunnel in space — 100 parsecs deep. Just think like Data would!

The energy ribbon has done what the Tholians could not — it's taken down the Enterprise-B's shields.




Win a Trip to a

Star Trek: Generations Contest

Go where no *Sega Visions* fan has gone before — onto the otherwise closed sets of *Star Trek: Voyager*™ and *Star Trek: Deep Space Nine!** That's what four lucky people will be doing when somebody wins this exclusive contest!

It's easy. Look at the photo of the U.S.S. *Enterprise* on the facing page. Just what do you think is being said on the bridge? Fill in the word balloons, fill out the entry info, and zip it off to us, warp speed! We're waiting to beam you aboard the vacation of a lifetime. Engage! Make it so!

*Sets visited subject to shooting schedules. Please see prize description for details.

ABSOLUTE





The Prizes

One Grand Prize
A trip for four to Paramount Studios, where you'll be escorted on a VIP tour and visit the otherwise closed sets of *Star Trek: Voyager* and/or *Star Trek: Deep Space Nine.* Sets visited are subject to shooting schedule at time of trip. Prize includes airfare and lodging for four. If the winner is under 18, a parent or adult guardian must accompany him or her.

One First Prize
A Sega Game Gear and *Star Trek: Generations* for Game Gear from Absolute Entertainment.

Five Second Prizes
The *Star Trek: Generations* Game Gear game from Absolute Entertainment and a Game Gear Game Genie from Galoob.

30 Third Prizes
The *Star Trek: Generations* Game Gear game from Absolute Entertainment and a *Sega Visions* T-shirt.

Rules...The Final Frontier

1. No purchase necessary. Contest is void where prohibited.
2. To enter, please fill out the official entry form on this page and zip it off to this address:

   Sega Visions
   Star Trek: Generations Contest
   P.O. Box 3899
   Redwood City, CA 94064

3. All entries must be postmarked by January 31, 1995. Mechanically reproduced entry forms will be accepted. Enter as often as you like, but mail each entry separately. *Sega Visions* is not responsible for lost, late, misdirected, or stolen entries. Mutilated or illegible entries will be disqualified.
4. The prizes for each of the winners will be as stated on this page. Cash will not be awarded in lieu of stated prize. Winners are solely responsible for all applicable federal, state, and local taxes.
5. The winners will be selected by the editors of *Sega Visions.* The decision of the editors is final. Winners will be announced in a future issue of *Sega Visions.* By signing the entry form, you grant *Sega Visions* the right to reproduce your winning entry. All entries become the property of *Sega Visions* and cannot be returned.
6. This contest is open to all residents of the U.S. and Puerto Rico except employees of Absolute Entertainment, Viacom Inc., and Sega of America, their immediate families, and any of their affiliates.

STAR TREK® Set



OFFICIAL ENTRY FORM

Complete the information requested at right, and mail the entire form to *Sega Visions,* Star Trek: Generations Contest, P.O. Box 3899, Redwood City, CA 94064

Name ____________________

Address ____________________

City ____________ State ______ Zip ______

Phone (____)____________ Age ______

Geese Howard Wants Your Hide Again!

Arcade Fighting on Your Game Gear

Battle with the Bogard Brothers

When we last saw Geese Howard, his unspeakable butt was falling off a high rise and expected to become a big red spot on the pavement. No such luck. He's made a miraculous return, and he's on the list of fighters you have to bust through to win the title. You play as either of the brothers Terry and Andy Bogard, their friend Joe Higashi, ninja master Mai Shiranui, sensei Tung Fu Rue, street-dancing fighter Duck King, cudgel master Billy Kane, the evil Geese Howard, or *Art of Fighting* alum Ryo Sakazaki.

Three (Count 'Em, Three) Games in One

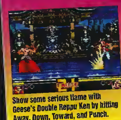
You can play *Fatal Fury Special* three ways. Choose King of the Fighters to go up against each of the nine opponents and become reigning champ. Select the Versus Game to fight a friend head to head (using a Gear-to-Gear cable) or go against the computer in the location of your choice. Go for the Survival Game and choose six fighters each for yourself and the computer (or another player Gear-to-Gear), and battle until one competitor is out of combatants. No matter how you play it, this game offers furious Fighting to take on the road!

OVERVIEW

Portable gamers, prepare. Prepare to show your fury. Kicks, punches, special moves, and super moves are all yours for the asking with *Fatal Fury Special* from Takara for the Game Gear. The hugely popular *Fatal Fury* series makes its way to the small screen with nearly everything that the original arcade game had intact. One or two players (Gear-to-Gear) bust heads all over the world. With nine fighters to choose from in nine stages, this 4-meg cart is chock-full of blistering Fighting action. Who's gonna be King of the Fighters? That's up to you and your talents.

PUBLISHER: **Takara** PLAYERS: **1 or 2**
GEAR TO GEAR? **Yes**
MA-13

Geese Howard



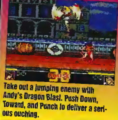
Show some serious flame with Geese's Double Reppu Ken by hitting Away, Down, Toward, and Punch.



Go for a hot foot with Geese's Wind Slice. Tap Down, Toward, and Punch.



Andy Bogard

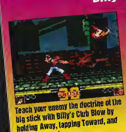


Take out a jumping enemy with Andy's Dragon Blast. Push Down, Toward, and Punch to deliver a serious ouching.

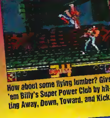


Andy dashes in with a wicked elbow when you do the Quicksilver Blast — just tap Away, Toward, and Punch.

Billy Kane

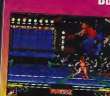


Teach your enemy the doctrine of the big stick with Billy's Club Blow by holding Away, tapping Toward, and pressing Punch.

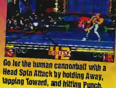


How about some flying lumber? Give 'em Billy's Super Power Club by hitting Away, Down, Toward, and Kick.

Duck King



Take on airborne opponents with Duck's Dancing Dive. Just hit Down, Away, and Kick, and you'll show 'em what slam-dancing really means.

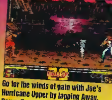


Go for the human cannonball with a Head Spin Attack by holding Away, tapping Toward, and hitting Punch.

Joe Higashi



Introduce your foot to your enemy's face with Joe's Slash Kick. Hit Away, Toward, and Kick...they'll thank you for it when and if they wake up again.



Go for the winds of pain with Joe's Hurricane Upper by tapping Away, Down, Toward, and Punch.

HOT HINTS

- ✓ Learn your fighter's Super Attack. It can get you out of hot water when you're nearly down for the count.
- ✓ Throws are considered cheap by many, but they work.
- ✓ Choose a fighter (like Terry or Andy) who has moves against both jumping opponents and distance attacks.
- ✓ Play defensively. Block attacks and then counter.

Ryo Sakazaki



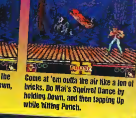
Light up their life with Ryo's Breath of the Tiger by hitting Down, Toward, and Punch.

Give 'em a free face-lift with Ryo's Legs of Flying Heat by tapping Away, Toward, and Kick.

Mai Shiranui



Dance like a butterfly, sting with the Deadly Ninja Bee — hit Away, Down, Toward, and Kick.

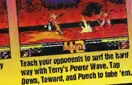


Come at 'em outta the air like a ton of bricks. Do Mai's Squirrel Dance by holding Down, and then tapping Up while hitting Punch.

Terry Bogard



Dish up Terry's Burning Knuckle by hitting Down, Away, and Punch.



Teach your opponents to surf the hard way with Terry's Power Wave. Tap Down, Toward, and Punch to tube 'em.

Tung Fu Rue



Dance in and offer a blow to the head with Tung Fu's Flying Arrow. Hit Down, Away, and Punch.



Lose the weight of years and go for Tung Fu's Shock Blow by pressing Punch quickly and repeatedly.

FATAL FURY

Beavis and Butt-head Raise a Big Stink

Get the Guys to the Gwar Concert



MTV BEAVIS AND BUTT-HEAD

Watch Your Step, Dirt-Breath

Sure, Beavis and Butt-head are after dough, but the real challenge is walking around their town without getting attacked by furry vermin, runaway skateboards, and idiot drivers. The search for cash takes the guys through their favorite and not-so-favorite hangouts, like the Turbo Mall 2000, the Hospital, and Burger World. Dodge runaway bowling balls at Highland High and duck the towel-snapping jock in the shower.

Hurdle construction signs while avoiding vicious white poodles in Butt-head's neighborhood. And watch what you eat.

Oh yeah — MTV fans with, uh, short attention spans will be totally grateful for the password save.

HOT HINTS

- ✔ Rather than dodging the eggs that the bird drops, stand back and wait for them to smash onto the ground — they become food power-ups.
- ✔ Walk slowly. Give the enemies a chance to appear onscreen rather than walking into a bad situation.
- ✔ Be careful when walking behind a sign or a wall. It usually spells "hidden enemy."
- ✔ Keep track of your passwords. You can take damage at the most inopportune times.

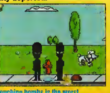
OVERVIEW

Life sucks. Like, the Gwar concert's this weekend, and your grease-slinging wages won't pay for tickets. In Viacom's *Beavis and Butt-head* for Game Gear, you help the guys get to the rock-o-rama by scavenging for cash and avoiding suburban hazards in the process. Familiar menaces like Todd, Buzz-cut, and Gorilla Boy get in your way. And lots of gross-out humor accompanies your adventures. If rancid fast food, air-guitar sessions, and fart noises are your style, get ready to rock out with Beavis and Butt-head. Heh-heh.

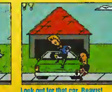
PUBLISHER: **Viacom**	PLAYERS: **1**
GEAR TO GEAR? **No**	MA-13

Don't Try This at Home

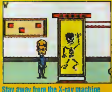
Beavis and Butt-head are not role models. They're not even human. They're cartoons. Some of the things they do would cause a real person to get hurt, expelled, arrested, or possibly deported.



Touching bombs is the worst.



Look out for that car, Beavis!



Stay away from the X-ray machine until all the lights on top turn green.



Falling into pits is not cool.



Your average Game Over screen is a depressing sight, but controlling the boys as they sock it out in the mud while decked out in string bikinis makes it all worthwhile.



Beavis and Butt-head pop up randomly to comment on the game play. They'll totally astound you with their intellectual prowess — NOT!





Collect too much food, and Beavis and Butt-head come down with a case of Montezuma's revenge. Diarrhea sucks.



Dumpsters suck! Jump across this one, or you take damage from the toxic green stuff.



Look out for the bomb hidden behind this wall at the Turbo Mall 2000.

Burger World rules! Yes! Yes!


SONIC
THE HEDGEHOG
TRIPLE TROUBLE
GAME GEAR
POWER
SEGA
PORTABLE VIDEO GAME SYSTEM
START
Knock heads with Knuckles™!
This nasty echidna wants the whole enchilada
– and he'll stop at nothing to get it!
Can your new Strike Dash stop him?
Dive in! The action goes aquatic
when you set sail with Tails™
in the underwater Sea-Fox™!
At last, a cure for that sinking feeling!
Jet jam! Shred heavily on
Sonic's™ new jet skateboard,
perfect for both snow and water!
Now that's travelling!
Triple the action, triple the thrills,
only on SEGA™ Game Gear™!
SEGA™
GA
GAME GEAR
SONIC
TRIPLE TROUBLE



JOURNEY BELOW THE SURFACE A

D BEYOND YOUR IMAGINATION!



ECCO MORPHS! Transform into a shark, a seagull, or other creatures to avoid detection and danger! Which one is Ecco?



DITCH THE WITCH! Make it past Medusa and her treacherous tentacles to safety–or you may have to start all over again. Now how does that grab ya?



SHELL OUT! Peel off the eels without getting that crushing feeling–then get the shell outta there!



OBEY THE LAW! Gravity rules in these tubes, so keep your eye on the meter to see which way the tide is turning!



SET SAIL! Travel the seas in all new 3-D stages. Jumping through these rings will get you where you're going. And wherever you go, there you are!



MAKE NEW FRIENDS! Meet Trellia, a dolphin from the future, here to help Ecco defeat the Vortex.

Glide into adventure on a grand scale as the epic journey of Ecco the Dolphin continues! The seas may appear calm—but the Vortex demands revenge! Explore thousands of nautical miles in oceans of mind-bending gameplay, including breathtaking computer-generated 3-D sequences in the SEGA CD version! Get back into the water—and into the mystic, mythic world of adventure—with Ecco The Dolphin!













Fast Takes

Howdy, gamers! At *Sega Visions,* we always do our best to avoid making the magazine too big to fit in your tired, controller-blistered hands — as a result you get a section called Fast Takes. Here we give you the gist about current and coming games in a highly informative yet smaller form. Just think of Fast Takes as an energy bar instead of a seven-course meal. Chomp. Gulp. Burp (excuse us). You still find out what the game is about, you get to see the graphics in a couple of screen shots, we toss you a few hot hints to help you on your way, and we even give you ratings from our game-glutton crew of reviewers.

The games are rated in five categories. You get a collection of little black-and-white Sonic noggins (even tiny, this guy is still cool) to let you know how the titles stack up. The higher the number of really small hedge-heads, the better. You can interpret them like this:

Staggeringly Swell	
Seriously Swell	
Swell	
Sorta Swell	
Swill	

Genesis

Double Dragon V: The Shadow Falls

Nope, no toads in this one! The Double Dragons are back to brawl against the Shadow and his bad bunch of brutes yet again. The game has a ton of play features, plus a dossier that lists likes, dislikes, and stats of your favorite good and bad guys. You get all the animated television-show characters complete with special moves and weapons. The button combos for throwing special moves are about as tough to use as those in other Fighting carts. But while the characters will please die-hard *Double Dragon* fans, serious Fighting fans might want to give this one to their younger protégés.



Check out the dossiers to get an idea of each character's moves.



Countdown has a wicked electrical eye that can bring out the best in you.

HOT HINTS

- ✔ The Lee Brothers' sword attacks are particularly vicious when you hit Fierce or Uppercut.
- ✔ Master the moves against human players before you play the computer.
- ✔ Chain three hits together to dizzy your opponent.

Publisher: **Williams Entertainment**
Players: **1 or 2**
Rating: **MA-13**

Graphics	
Sound	
Controls	
Challenge	
Overall Fun	

Genesis

The Lawnmower Man

Jobe, you naughty boy. This is what happens when you play around with virtual reality. *The Lawnmower Man* is based on the movie, incorporating images of the original actors and some fairly original game play. You play as Dr. Angelo and/or Carla to try to stop Jobe from breaking out of his virtual domain and short-circuiting the world. *The Lawnmower Man* is a mix of straight-forward shooting and virtual-reality action. Fans of the flick will be familiar with the human glider ride through the obstacle course and many of the game's scenarios. This is a nice title for followers of Jobe's bright red lawn muncher.



Jobe would just love to reach out and touch someone.

I can fly, I can fly, I can fly!



HOT HINTS

- ✔ Be prepared to jump when facing the security forces.
- ✔ Follow the onscreen prompts to find the data you need to access Jobe's Virtual Domains
- ✔ Capture the power-ups released from vanquished guards.

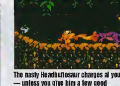
Publisher: **Time Warner Interactive**
Players: **1 or 2**
Rating: **GA**

Graphics	
Sound	
Controls	
Challenge	
Overall Fun	

Genesis

Radical Rex

Combine a tune-loving dinosaur, a lightning-fast skateboard, and 11 levels of attitude, and what do you get? A thrasher of a game called *Radical Rex* for your Genesis from Activision. Join Rex as he tries to save his species from extinction by collecting dino eggs, swimming through dangerous lagoons, and popping wheelies on his trusty 'board. (Yeah, we know this isn't how dinosaurs really spent their time, but Rex is an action lizard, not an educational lizard.) Go it alone or take turns with a friend — you'll meet Rex's girl, Rexanne. However you play it, you're in for an eon of wild prehistoric Adventure.



The nasty Headbuttosaur charges at you — unless you give him a few good roars first.

Collect all the dino eggs in the bonus-round maze for a continue.

HOT HINTS

- ✔ Frozen enemies come back to life if you don't kick them after roaring.
- ✔ Lose your skateboard? Look for plants to bounce on.
- ✔ Kill Stingerflies before climbing – you can't roar from a rope.

Publisher: **Activision**
Players: **1 or 2**
Rating: **GA**

Graphics	
Sound	
Controls	
Challenge	
Overall Fun	

Genesis

Viewpoint

Shooter fans will recognize *Viewpoint* from American Sammy for the Genesis. This one- or two-player (turn taking) cart is a port of the arcade version created a couple of years ago. With a great-looking 3-D world, big colorful 3-D enemies, and bosses that take up half your screen, this six-level game has most of what made the coin snatcher great. Collect power-ups, find warps, and do the Shooter's dance to avoid enemies—all while listening to great hip-hop house music and digitized samples. The only catch on this one is an amazing amount of slowdown, which wouldn't be so bad if the slowdown speeds didn't vary so much and kill you so consistently. Looks good, less thrilling.



Blast the thing in the center of the circular train. If you have taken no hits, you'll warp to Level 2.



Enjoy gorgeous 3-D stages.

HOT HINTS

- ✔ Save your Bombs for the bosses.
- ✔ You can sometimes ride the walls and avoid lots of enemies.
- ✔ Collect the Barrier power-up. It'll help you enormously.

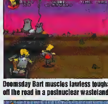
Publisher: **American Sammy**
Players: **1 or 2**
Rating: **GA**

Graphics	3
Sound	3
Controls	2
Challenge	3
Overall Fun	3

Genesis

Virtual Bart

Bart Simpson is up to his old tricks. Not content with pickling his father's head for the school science fair, he volunteers for a virtual-reality experiment and sends himself on a truly weird journey through time. His six-world misadventures take him from prehistoric times, when he becomes a tail-whipping Dino Bart, to a rough-and-tumble nuclear future that he plows through on his motorcycle. As Pig Bart, he must shut down the cannery before he's made into ham hocks, and as himself he steers clear of bathers in a force-scrolling water tube and pelts classmates with tomatoes. Would you expect anything less from the world's foremost prankster?



Doomsday Bart muscles lawless toughs off the road in a postnuclear wasteland.

Knock Krusty out of the way, then rip the switch to liberate your fellow swine.

HOT HINTS

- ✔ Watch out for squirrels when you're chasing down the ice cream man.
- ✔ If you run into a human barrier in the water tubes, you can back up and take a different route.
- ✔ Baby Lisa is not on your side when you play as Dino Bart. Keep your distance.

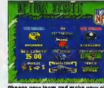
Publisher: **Acclaim Entertainment**
Players: **1**
Rating: **GA**

Graphics	1
Sound	2
Controls	1
Challenge	1
Overall Fun	2

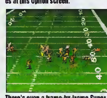
Genesis

Troy Aikman NFL Football

Are you a Cowboys fan? Check out *Troy Aikman NFL Football* from Williams Entertainment for the Genesis. With all 28 NFL teams and their logos, three season modes, six types of field (from turf to mud), three difficulty levels, and a battery that stores your stats and standings, this is a well-rounded pigskin title. Take a look at Troy's analysis for each team and the playbook, which features his favorite strategies. Overall, this one- or two-player title has pretty fair control but doesn't make top tier in graphics or sound. Real football fanatics might find it worth a look.



Choose your team and make your choices at this Option screen.



There's even a frame-by-frame Super Slo-Mo.

HOT HINTS

- ✔ Use a Speed Burst to get that make-or-break extra yardage.
- ✔ Build your own customized plays.
- ✔ Pay attention to Troy's analysis.

Publisher: **Williams Entertainment**
Players: **1 or 2**
Rating: **GA**

Graphics	1
Sound	2
Controls	2
Challenge	2
Overall Fun	1

Genesis

Samurai Shodown

Last year's hottest arcade Fighter comes to the home. *Samurai Shodown* from Takara arrives on the Genesis with most of the features that made it a winner. This cart features 12 fighters, tons of special moves, power-ups, spectacular art, and a Rage Gauge that increases your attack power. The game features a Story mode (in which you work your way through the fighters), a Versus Battle (you fight a friend), and a Shodown mode (five-player tournaments). What's missing from the original is some of the blood, some of the art, the zooming view, a majority of the voice, and most of the intro cinematics. But even scaled down, *Samurai Shodown* stands up as a solid Fighter.



Nakoruru wins her bout.

This bonus round has you attacking straw dummies as fast as possible.

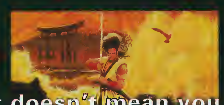
HOT HINTS

- ✔ Grab the Meat to restore life.
- ✔ Run away from the Bombs.
- ✔ Play defensively. Block the opponent's move, then attack.

Publisher: **Takara**
Players: **1 or 2**
Rating: **MA-13**

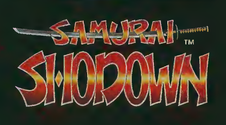
Graphics	5
Sound	3
Controls	5
Challenge	3
Overall Fun	5

A TRUE SAMURAI FIGHTS WITH DIGNITY AND HONOR.



But that doesn't mean you have to.





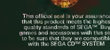
Go back to the end of the 18th century when fighting was for dignity and honor. When style and form was of importance. Of course you don't have to play like that though. Cutting an opponent in half is half the fun. Through the intense graphics and sounds of Sega CD, you'll really think you're back in Feudal Japan!











This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ SYSTEM



CLEANING GEAR
GAME GEAR
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Game Gear. Got one?
SEGA™ Game Gear™ - Extras.



SEGA Seal. Look for it.
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Holster Case. Carry your gear.
PowerBack™ Rechargeable. Pop it on.

EQUIPMENT

Heavy

Who Says You Can't Play Baseball in the House? It's a Hit!

Crack! It's going, going, gone. Here's a peripheral that'll take you out to the ball game, even in the off-season. Batter Up™ from Sports Sciences lets you step up to the plate and take real swings against the big leaguers — in your own home (or office).

Slug your way through great games like Sega's *World Series Baseball* (with real players from 28 major-league teams), Accolade's hard-hitting *Hardball '94*, or *Cal Ripken Jr. Baseball* by Mindscape. The control buttons are built right in — you make all your offensive moves without ever putting your bat down. The foam-covered bat is comfortable to hold and lighter than a real baseball bat, and it has a superlong cord (so that you can position yourself to avoid hitting household heirlooms).

When you're swinging at the video pitch, Batter Up works best if you play as if you were actually at the plate. You have to get your timing just right to hit the ball (we told you it was realistic). After you've perfected your timing with a little batting practice, you'll find that you can pick off even the fastest curve balls. You'd better improve — 'cuz it's one, two, three strikes, YOU'RE OUT!! (Peanuts, Cracker Jack, and apple pie not included.)

Field of Dream Games

Additional Batter Up-compatible games: ESPN Baseball Tonight by Sony Imagesoft, Tengen's RBI Baseball '93 and '94, EA Sports' Super Baseball 2020, Hardball III by Accolade, EA Sports' Tony La Russa Baseball, and Sega's Sports Talk Baseball.



SG Propad-6

Serious about winning? Fire up your games with the SG Propad-6, STD's new advanced controller. The SG Propad-6 has everything you've ever dreamed about in a 6-Button controller: 6-Button arcade layout, LED display, turbo autofire, an extralong (8 foot) cord, slow-motion control, and programmable multifire.

The SG Propad-6's multifire programmability feature will blow you away (or rather, your opponent). It allows multiple combinations of fire-button moves to be assigned to a single left or right fire button. When you press the assigned button, the selected fire buttons react simultaneously. Located at the top edge of the controller, the synchro-fire buttons are designed for comfort — one slight squeeze is all it takes to fire away.

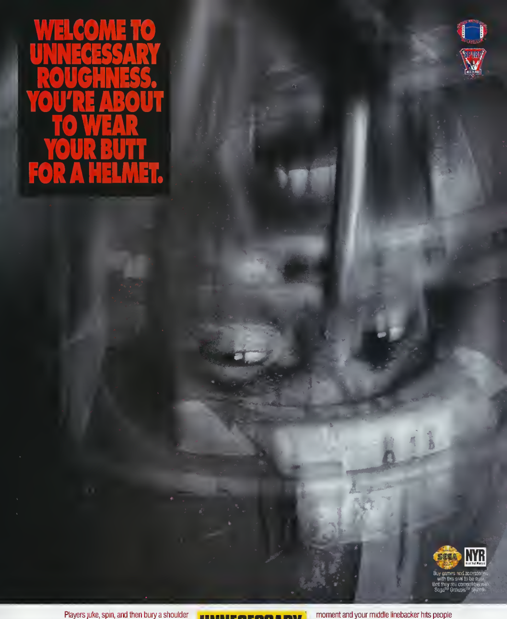
The SG Propad-6's slow-motion button* is something you'll come to appreciate the second you come to an impossible part of a game. With everything slowed down, you get more reaction time — it's the ideal feature for getting through really difficult spots.

Equally impressive is the turbo autofire feature, which lets you set each fire-button move to autofire. With the turbo autofire, you can deliver 35 shots per second of maximum rapid firepower.

It's easy — you put the combinations together, and the SG Propad-6 delivers the action.



*Some games don't utilize this feature.

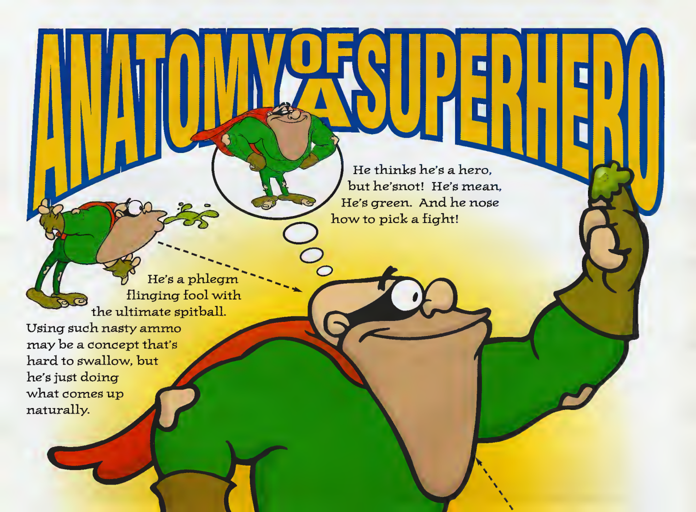


Players juke, spin, and then bury a shoulder into their opponent's chin strap. A flying tackle gets thrown in for good measure. Groans are in your face. Al Michaels is in your ear.

Slam the high-impact button at the right moment and your middle linebacker hits people like an 18-wheeler on a major dose of steroids.

UNNECESSARY ROUGHNESS '95

It's Unnecessary Roughness for the Sega™ Genesis.™ It's about football. About winning. And about leaving the field under your own power.


ANATOMY OF A SUPERHERO
He thinks he's a hero, but he'snot! He's mean, He's green. And he nose how to pick a fight!
He's a phlegm flinging fool with the ultimate spitball.
Using such nasty ammo may be a concept that's hard to swallow, but he's just doing what comes up naturally.


Boogerman's butt blast is a back-firing burst that can level anything in his path. It's ready, aim and, after one tortured moment, fire!
In one concussive burst, he blows them away. It's biological warfare at its germiest, and no villain can stand up to it!
Burp!
And, if all that don't knock 'em down, he can romp 'em, stomp 'em, or let fly a barrage of boogers that'll lay 'em low! Just think of him as a human weapon, a fully-loaded Oozey... and YOUR finger pulls the trigger! DIG IT!
BOOGERMAN™
A PICK AND FLICK ADVENTURE™
Interplay™
Or don't play at all.
Interplay Productions
17922 Fitch Avenue
Irvine, CA 92714
(714) 553-6678
MA-13
VOTE
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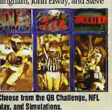


THE INSIDE TRACK ON SPORTS GAMES

The Wild World of Sports

It's a strange time to be a sports fanatic. Between the owners, the players, and the commissioners (or lack thereof), it's the fan who seems to be caught in the middle and losing out. Basketball season should be underway (if things went smoothly — we write this quite early), football season is approaching the major holiday games, and hockey season is a serious wildcard (heck, who knows what Bettman will have done?). At this point, only one thing is certain for the folks who need their sports fix — great-quality games for the Genesis and Game Gear. You can depend on the fact that your players will never strike and the commissioner will never lock them out. You can expect the highest-quality sports experience, and these carts are always there when you want a game.

Slamming cleats-first into the turf comes NFL Quarterback Club for the Genesis from Acclaim Entertainment. Featuring 20 of the NFL's hottest quarterbacks, including Randall Cunningham, John Elway, and Steve



Choose from the QB Challenge, NFL play, and Simulations.

Young, this one-to four-player (with Team Player) cart gives gamers a great 35-degree, over-



Once you're back to pass, you can choose the open receiver by hitting Button A, B, or C.

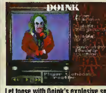
the-shoulder view. Compete in Exhibition, Pre-Season, Regular Season, Play-Off, and Pro-Bowl contests. Enjoy tons of more-than-straight-football features in this solid new Sports game.

Smash your opponent with a Super Flip Elbow Drop in WWF Raw from Acclaim Entertainment. Featuring 12 of the ring's



Offer up some heavy competition with Yokozuna's Bonzai Drop.

current superstars, including Bret Hart, Doink, and Luna Vachon (the first female wrestler in a WWF game), this cart puts you in control of all the moves. One to four players (with Team Player), compete in One on One, Brawl, Tournament, Royal Rumble, and



Let loose with Doink's explosive special move, the Whoopie Cushion.

Tag Team matches. You get tons of great moves, the hottest wrestlers on the circuit, and explosive action — and you wondered if this stuff was real.

On the Genesis, Sega Sports is giving you NFL '95 and NHL All-Star Hockey '95. These two titles bring new meaning to the term *hard-hitting*. With all the real



Face off with Sega's new NHL All-Star Hockey '95.

players, all the real teams, and some of the best darned gaming available, whether you prefer vulcanized, frozen rubber or cured, bladder-filled pigskin, these two are going to spend an awful lot of time in your Genesis machine.

EA Sports has a couple of gangbuster entries in this Sports Playbook. First, one of the hottest new b-ball titles in years comes at 'cha with NBA Live 95. This one is seriously fresh. Second, last year's big worldwide football-everywhere-but-here hit FIFA Soccer '95 is coming to your Game Gear. These two games are a ball.

This game is a stroke of genius. Ten, actually.


Brad Faxon


Davis Love III


Bruce Lietzke

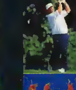

Tom Kite


Jeff Sluman



Fuzzy Zoeller

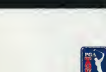
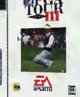

Mark O'Meara



Craig Stadler

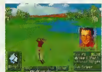


Lee Janzen


Jim Gallagher Jr.




We have over 50 real PGA pros in here. Ten of them even brought their swings, their stance, their whole game. Then we did what has never been done before: Digitized the entire thing.


We've added a ball cursor to the game so you can control your shots. Dog-leg? Fade your shot. Behind the trees? Increase your arc. Just don't get distracted by the striking graphics.



Believe it or not, that really is your name between Fuzzy Zoeller and Tom Kite. You, touring with the pros, winning prize money and driving down the fairway into the sunset.



There are four new courses, plus four classics. All authentic, and incredibly challenging. Try to stay out of jail, or away from the bunkers. Either way, they're in here. Watch out for bogies.





NFL '95 Hits The Gridiron

Football with an All-New Look and Feel

What's in a View?

NFL '95 features an on-field camera view never seen before in a Genesis football game: The playing-field perspective actually changes as a play is executed. When the quarterback drops back to pass, the camera angle adjusts according to the patterns being run, displaying up to 65 yards downfield. You'll never lose track of a receiver again! Once a ball is caught or handed off, the camera immediately zooms in on the runner.

Do you prefer receivers to quarterbacks? Prefer Jerry Rice or Michael Irvin to Steve Young or Troy Aikman? In *NFL '95*, you can take control of the primary receiver at the line of scrimmage, run your own pattern, and signal the quarterback when you're open. You won't find this feature in any other football game!


Barry Sanders dives for the first down.

A Natural Born Coach

Before taking the field, get the best team possible ready for action. Trade players with any team, or release them outright (they'll appear on *NFL '95*'s free-agent wire). Check the weekly Injury Report to see who's banged up, and use the Sign Free Agents option to fill any remaining roster openings with actual free agents like Nick Bell, Tony Casillas,

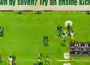


WARM-UP

You'd better tie 'em carefully, 'cuz *NFL '95* from Sega Sports is going to rock you to your shoulder pads. It features all 28 NFL teams, each packed with actual NFL players. Play a single exhibition game, or a full season using the actual schedules from your choice of the 1992, 1993, and 1994 seasons. In addition to the 28 NFL teams, play with or against an NFC, AFC, or NFL all-pro team or one of six all-alumni teams. Play in any of ten preselected weather conditions, on either turf, grass, mud, or snow. Rule changes? You bet. You get kickoffs from the 30-yard line and the new two-point conversion. *NFL '95* lands on the gridiron running — it's going to be a serious hit with Sports gamers everywhere!

PUBLISHER: **Sega Sports** PLAYERS: **1 to 4 (with Team Player)**
CONTROLLER: **3- or 6-Button**


Down by seven? Try an onside kick.


Check out the game-ending sack in Instant Replay.

Vaughn Johnson, and Andre Ware. The Depth Chart feature lets you determine which players will be on the field at all times.

You can view the current or the final 1993 season statistics, not just for every team but also — get this — for *every player* in the league. Use the League Leader feature to compare the stats from the current season in eight categories for each team, and in six categories for each player. During league play, you can even go back to any week of the current season and check out who had the best performance of any completed game. *NFL '95* offers more and better football than you've seen anywhere. It's a football fan's dream.


Give the offense a piece of your mind!


Emmitt Smith breaks into the clear!

Marino looks to go deep.

Can you convert a 63-yard kick in the snow to tie Dempsey's record?

Welcome to NFL '95!

This is what you've been playing for!



Press and hold Button A to take control of your receiver.



This is where you strategize.



This Game's for Real

NFL '95 features real teams and...

Each team has three Money Players.

...real players.

Review the result of any completed league game.

HOT HINTS

- ✔ When on offense, press and hold Button A while at the line of scrimmage to take control of the primary receiver. When the ball is hiked, run the pattern you want. When you're open, signal the quarterback by pressing Button C.
- ✔ When rushing the ball, press Button B immediately after the handoff to get a quick burst of speed, giving you a jump on the defenders.
- ✔ While on defense, press Button C before and after a play to give the offense a piece of your mind!
- ✔ Each player is rated from 0 to 100 in 11 categories. Use this information, which appears under Player Profiles, to determine which players belong on the field at critical moments in a game.
- ✔ Run faster backs around end on sweeps or pitchouts for best results.
- ✔ Press Button A just as a ball reaches a receiver to increase the chances of a completion.



Hard-Hitting Ice Action

From the Checks to the Hat Tricks, This One's All Hockey

Gretzky, Lemieux, And Messier Too!

Mario Lemieux's not taking the season off in *NHL All-Star Hockey '95*—you get all of the game's biggest superstars in class-A physical condition. Eric Lindros, Pavel Bure, Wayne Gretzky, Steve Yzerman, Brett Hull, and Andre Fedorov are all yours to control. You can deliver a punishing check, skate circles around the D, and let loose a monster Slap Shot, all with the same player. More than 1,000 frames of larger, rotoscoped player animation add incredible realism to your game.



Want to juggle your lines? No problem. Use the Line Editor.



Check out the Scouting Report to see how your teams match up.

Did You Say Stats?

Into the numbers? The battery backup saves your complete team stats throughout the entire season. When you choose a team and take it through a full schedule, you can check out the ongoing league standings by conference and division. Clinch a Playoff Berth, and you can work



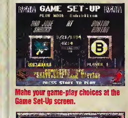
NHL ALL-STAR HOCKEY '95

WARM-UP

North America's coolest winter sport (literally) blazes in like a 100-MPH slap shot with *NHL All-Star Hockey '95* from Sega Sports. This Genesis cart brings you all 26 National Hockey League teams and their logos, all 650 real players from the NHLPA, and some of the best darn hockey available. Go for an actual 84-game NHL season or simulate games and play a shorter season to take your team all the way through the Stanley Cup Playoffs. For one or two players, this title gives you the chance to outskate, outshoot, and outcheck your friends. Listen carefully, and among the great digitized sounds you'll even hear the tink of a pipe save. The only thing missing is the chance to drive the Zamboni.

PUBLISHER: **Sega Sports** PLAYERS: **1 or 2**
CONTROLLER: **3-Button or 6-Button (recommended)**

your team toward the Stanley Cup Finals. Want more control? Go for manual command of your netminder, choose to field your own line changes, and decide whether the lead blind mouse (referee to the uninformed) should call penalties. The new Enforcer line lets you turn your hardest-hitting guys loose on the opposition. No matter what you choose, this game pushes the limits and puts spectacular hockey at your fingertips.



Make your game-play choices at the Game Set-Up screen.



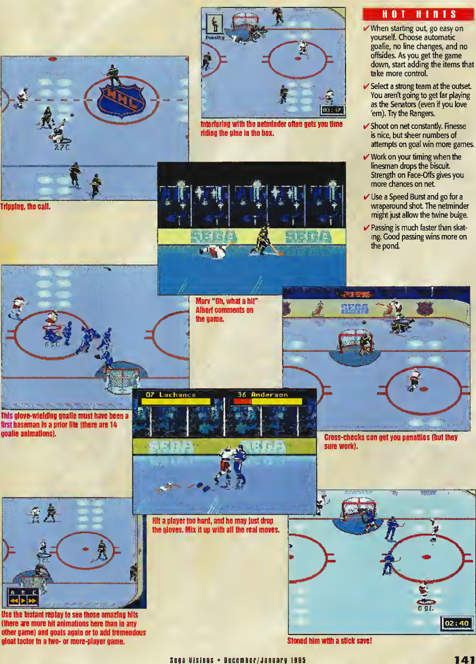
Check out your numbers between each period.



Your scoreboard has it all: Shots on goal, penalties, time remaining, incredible cinematics, and of course the score. See. There's the Zamboni. Nope. Sorry. We already told you that you couldn't drive it.



He shoots, he scores! The goalie doesn't know whether to cry or wind his wristwatch.



Interfering with the netminder often gets you time riding the pine in the box.

Tripping, the call.

Marv "Oh, what a hit" Albert comments on the game.

This glove-wielding goalie must have been a first baseman in a prior life (there are 14 goalie animations).

Cross-checks can get you penalties (but they sure work).

Hit a player too hard, and he may just drop the gloves. Mix it up with all the real moves.

Use the instant replay to see those amazing hits (there are more hit animations here than in any other game) and goals again or to add tremendous gloat factor in a two- or more-player game.

Stoned him with a stick save!

HOT HINTS

- ✔ When starting out, go easy on yourself. Choose automatic goalie, no line changes, and no offsides. As you get the game down, start adding the items that take more control.
- ✔ Select a strong team at the outset. You aren't going to get far playing as the Senators (even if you love 'em). Try the Rangers.
- ✔ Shoot on net constantly. Finesse is nice, but sheer numbers of attempts on goal win more games.
- ✔ Work on your timing when the linesman drops the biscuit. Strength on Face-Offs gives you more chances on net.
- ✔ Use a Speed Burst and go for a wraparound shot. The netminder might just allow the twine bulge.
- ✔ Passing is much faster than skating. Good passing wins more on the pond.



FIFA Comes To Your Game Gear!

FIFA SOCCER 95



The Matchup screen shows the two teams' strengths and weaknesses side by side.

Deutsch, English, Español, And Français

Feeling multilingual? *FIFA Soccer 95* comes in four -- count 'em, four — languages. And while you're reading your text in various languages, you can make all the judgment calls that give this soccer game so much variety. Adjust your Team Coverage to choose between Defense, Midfield, and Attack. Select your Team Strategy (choices like Long Ball, All Out Defend, and All Out Attack). Set your Team Formation and position your players. You can even choose your Starting Line-Up by rearranging your starters' positions or bringing in new players to replace them.



It's the kickoff!



The goalie makes a spectacular diving save.

Book Him, Dan-O

Realism, pure and simple. Realism in animation gives you slide tackles, bicycle kicks, diving headers, and chest blocks. Realism in surface offers changeable field conditions: dry, damp, and muddy. Realism in infractions gives you Free Kicks, Penalty Kicks, and Bookings (yellow and red cards for fouls). Realism in coaching puts attack strategies and coverage zones at your fingertips. And realism in action offers up divisional groupings, playoff trees, and league standings. All this makes us wonder how they pack so much game in those little carts.



Choose the direction (toward a teammate) before your Throw-in.



The sliding tackle is an effective way to regain the ball — but it may get you penalized.



The Game Setup screen lets you choose between Exhibition, Tournament, Playoffs, and League. You also get your language of choice.

WARM-UP

Attention, soccer fans: The winner of last year's Sega Third Party Seal of Quality Award for Best Sports Product has gone portable. Regarded the world over as a spectacular soccer simulation, *FIFA Soccer 95* from EA Sports translates to the Game Gear with amazing accuracy. For one or two players (Gear-to-Gear), this cart has 48 international teams and tons of terrific coaching options. Choose League, Playoffs, or Tournament action and save your standing via password for later play. The world's most popular sport is even more fun with this to-go version of last year's blockbuster hit.

PUBLISHER: **EA Sports** PLAYERS: **1 or 2**
GEAR TO GEAR? **Yes**

GA

HOT HINTS

- ✔ Team Strategies really affect your game play. For instance, when down by a point or two, go for it by going into All Out Attack.
- ✔ Try kicking on net from a distance. This beats the goalie a fair percentage of the time.
- ✔ Befuddle the netminder by dribbling into the corners and shooting from an angle.
- ✔ Learn your formations. You'll always know where your men are supposed to be, even when they're off the screen.

Coaching Controls



Team Coverage puts you in control of your team's position on the field.

Team Formation dictates individual player positions.

Team Strategy has you choose from types of attack and defense.

Player Selection lets you rearrange your starters.



Check out the tantastic new animations.

Get the Point?

Whip it past the goalie...

...and you get not only a point but also great animations on a big scoreboard.



Changing Field Conditions

The ball is at its slowest when the field is muddy.

When it's dry, the ball bounces higher and rolls more quickly.

Under damp conditions, you loose some speed and bounce.

FIFA Soccer '95 on Genesis

Hot on tha heels of last year's big hit comes *FIFA Soccer '95* for Genesis from EA Sports. The solid new features include faster, more sophisticated computer intelligence and new player moves. You get more than 200 international teams that compete in Tournaments, Season mode, and Exhibition games. Now you can save your league progress with a new battery backup. EA Sports has added new player and field artwork, including uniform details, player animations (volleys, headers, celebrations), and scoreboard animations. You can create plays for Free Kicks, Penalties, Throw-ins, and Corner Kicks with a new graphical play-calling interface. With improved goalie intelligence, the netminder is harder to beat. All things considered, a great game has gotten even better.



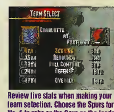
The instant replay shows the goalie's shame, again and again.



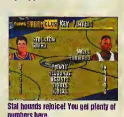
No Jive! This Roundball's Live!

What a Deal — This Game's for Real

NBA Live 95's got completely new player animations with jump shots, hooks, lay-ups, a big ol' bunch o' slams, stealing, falling, rebounding, and showboating. You decide how you want to play. You get flexible strategies and options, including difficulty, rules, defensive and offensive sets, rebounding and defensive pressure choices, individual defensive matchups, double-teaming, and player trades (or just go it simple with Arcade mode). The passing lanes are completely visible with the new perspective. Use Turbo on each player to fill your need for speed. You get your choice of Rookie, Starter, and All-Star difficulty levels — even the most seasoned basketball veteran will find plenty of challenge.



Review live stats when making your team selection. Choose the Spurs for No. 1 in rebs or the Cavs as the leader in ball control — you can view them any way you want.



Stat hounds rejoice! You get plenty of numbers here.



The new instant replay gives you control. Fast forward, slo-mo, normal speed, and frame-by-frame are all yours for commanding.

Dishing the Dunks

Fans looking for realism that extends to the slams are gonna get a thrill. When you get near the hoop, your player tries one of a variety of lay-ups or jams... assuming that your man actually does dunk; you won't see Muggsy soaring above the bucket. You can even set the game to display your spectacular slams in slow motion. The graphics and presentation are in a comfortable TV style — you'll almost forget that this one's a video game. One thing though...please put on fresh sneaks — you'll need 'em.



Design up to four custom teams that you can fill with the starters of all 27 NBA teams.



In four-player games, different-colored stars denote each competitor.

WARM-UP

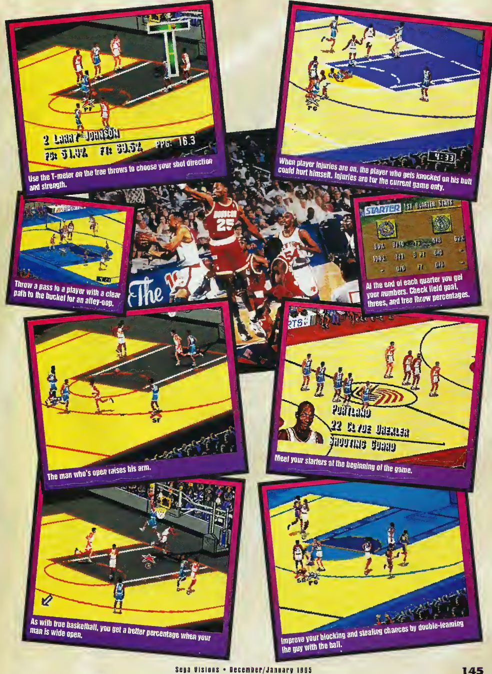
Basketball. Fresh, innovative, all new, seriously live, and one of the best Sports games ever — we're talkin' *NBA Live 95* from EA Sports. This Genesis cart gives you a brand-new take on the game of roundball. You get an amazing view of the action with the new 30-degree court perspective. Go at it with all 27 NBA teams (each with its own realistic play style), two All-Star teams, and four customizable squads. Check out the Exhibition, Season, and Playoff battles, with battery save for your Season and Playoff series, player statistics, and user names and personal stats. Pound the rim with real NBA players rated in 16 skill categories and know that they're up-to-date with complete 1993–94 stats. You'll wonder how you survived without your *Live*.

PUBLISHER: **EA Sports** PLAYERS: **1 to 4**
CONTROLLER: **3-Button**

GA

HOT HINTS

- ✔ Catch up on the break by using your Turbo (Button A), and hit Button C to block dunks from behind.
- ✔ When you're in the air and a defender is in your face, use Button B to pass to a trailer.
- ✔ Keep track of where your roster's three-point talent is and use those players for outside shots.
- ✔ Plant before shooting to get a higher percentage.
- ✔ Always remember: The pass is faster than the dribble.



Use the T-meter on the free throws to choose your shot direction and strength.

When player injuries are on, the player who gets knocked on his butt could hurt himself. Injuries are for the current game only.

Throw a pass to a player with a clear path to the bucket for an alley-oop.

At the end of each quarter you get your numbers. Check field goal, threes, and free throw percentages.

The man who's open raises his arm.

Meet your starters at the beginning of the game.

As with true basketball, you get a better percentage when your man is wide open.

Improve your blocking and stealing chances by double-teaming the guy with the ball.



ClayFighter™
Thank you very much!
No crybabies allowed!
SEGA
GENESIS
ClayFighter
NYR
Not Yet Rated
Staggering graphics, amazing digitized sound and voices, and mind- boggling hidden moves and combos will knock your socks off! And the Tournament Mode will let you work all the kids on the block.
So, invite Bad Mister Frosty, Ickybod Clay, Helga and the rest of the gang over for a thrashin', bashin', non-stop brawl on your SEGA™ GENESIS™ system.
Interplay™
Interplay Productions, Inc
17922 Fitch Avenue
Irvine, CA 92714
(714) 553-6678
CONCEPTS
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Sega Club News

The House Rules

The Sega Club House, that is. It's here, it's happening, and it's just for kids. If you're tired of having your older brother or sister — or your parents — horn in on your territory, this is the club for you.

Whaddya get? A host of members-only goodies:

- An official Sega Club House T-shirt featuring the one and only Sonic the Hedgehog
- An exclusive membership card
- Three way-cool activity books a year
- Hints and early info on all those awesome Sega Club games
- Lots of other surprises

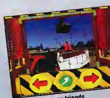
How do you get in the House? Just fill out the membership form in this issue.

Kids at Work

Want to smash a car with a bulldozer? Knock down an outhouse with a wrecking ball? Scoop up your pals in an excavator? Put on your hard hat and get behind the controls of **Kids on Site** from Digital Pictures for the Sega CD. This Early Learning game lets you shovel dirt, tear buildings down, and bug your buddies at a construction site. Oh yeah—you get to build stuff, too.



Four monster construction machines are yours to control.



Dump dirt on your friends.

Screaming Kids Contest

Who Are These Kids?

And why are they screaming? Give us the scoop. Tell us their names. Their favorite games. Their tastes, their tunes, their tales. What they think, what they eat, and what makes them say, "Sega!" Send us a bio of 50 words or less (that's one bio per Screaming Kid) to enter this kids-only contest.

We'll print the best answers in the April/May issue of Sega Visions. And if we pick yours, you'll get a free membership to the awesome Sega Club House. Just fill out the entry form below, and let your imagination run wild.

OFFICIAL KIDS ENTRY FORM

Complete the information requested on this entry form (or on a 3-by-5 card), staple it to your Screaming Kid bio, and send it to Sega Visions, Screaming Kids Contest, P.O. Box 3899, Redwood City, CA 94064.

Name ____________________

Address ____________________

City __________ State ______ Zip ______

Phone (_____) __________ Age ______

Rad Envelope Art

Jonathan Tomayo, North Carolina

Randy McGinnis, Iowa

Greg Boehler, New York

Send Your Rad Envelopes to:
Sega Visions
Sega Club
P.O. Box 3899
Redwood City, CA 94064



SEGA CLUB HOUSE SIGN-UP FORM

*Only $7.95 plus $2.00 postage and handling for each 1 year membership. (Offer good only in the U.S.A.)

Only $7.95*

Member's Name .... (please print)

Address ....

City .... State .... Zip ....

Phone No. (area code) ....

Birthdate .... month .... day .... year

Type of SEGA system(s) owned:
❑ Game Gear ❑ SEGA CD ❑ Genesis ❑ Other _____

❑ Boy ❑ Girl T-shirt Youth Size:
❑ S (8-10) ❑ M (10-12) ❑ L (12-14) ❑ XL (14-16)

Please check SEGA CLUB titles owned:

❑ Wacky Worlds™
❑ Crystal's Pony Tale™
❑ Ecco Jr.™
❑ Disney's Bonkers
❑ Barbie™ Vacation Adventure
❑ Sesame Street® Counting Cafe™
❑ Barney's™ Hide & Seek Game
❑ The Berenstain Bears™ Camping Adventure
❑ Math Blaster® Episode One
❑ Richard Scarry's BusyTown™
❑ Other _____

Send a check or money order for **$9.95** ($7.95 plus $2.00 postage and handling) payable to Sega Club House, with a completed sign-up form for each Sega Club House membership ordered. (Copies of this form will be accepted.)

MAIL TO: SEGA CLUB HOUSE
P.O. Box 2900, Dept. B
Torrance, CA 90509-2900

OFFER GOOD ONLY IN THE U.S.A. Please allow 6-8 weeks for processing.



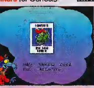
Bobcat Polices New Territory

Get ready to go completely bonkers. Bonkers D. Bobcat, that is. The fearless feline is on the loose on your Genesis in **Disney's Bonkers** from Sega. He's gotta stop four slippery criminals if he wants to be top cop in Tinseltown. As if that weren't enough, the busy bobcat is going portable in **Disney's Bonkers in Wax Up!** from Sega for Game Gear. Something mysterious is going on in the local wax museum, and Bonkers has to get to the bottom of it. If you're a fan of this cat's TV show, you're gonna flip over his totally wacky new games.

Wanted: One Top Cop

Bonkers wants to be Tinseltown's officer of the month. Four lowlife crooks stand in his way. Harry the Handbag and his band of raccoon thieves are hiding out in Tinseltown's museum — toss donuts at them before they make off with the toon treasures. Ma Tow Truck has taken to the road with a pack of lawless vehicles. Bump her off the road!

You're up against two other creepy criminals. Think you're top-cop material? Test your mettle in **Disney's Bonkers** for Genesis.



A knowledgeable rat tells you what to do next.

After your first round against Harry the Handbag, his rascally raccoons lob pink donuts at you.



You're up against four weasely criminals.

Tear down the streets of Tinseltown to ticket Ma Tow Truck.

HOT HINTS

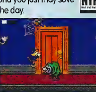
- To stop the junk that's being thrown at you, toss a super brick at it.
- When you're chasing Ma Tow Truck, the helicopter drops power-ups your way.
- The raccoon thieves throw more than donuts at you — watch out for flying artwork.



Disney's Bonkers In Wax Up!

Save Lucky Piquel from being sealed in wax! **Disney's Bonkers in Wax Up!** gives you until midnight to rescue Lucky from the clutches of Madame Who-Said, who wants to make him a statue in her haunted museum. And Lucky's not her only victim. Piece together the Toon Tooster to free your other trapped pals from the wax. Avoid terrible traps and dodge Who-Said's ghostly henchmen, and you just may save the day.

NYR Not Yet Rated





All sorts of ghouls and goblins stalk the wax museum.

Barbie Tours the Country in

Barbie's Vacation

Screaming fans. High, high heels. This supermodel needs a break. **Barbie's Vacation** from Hi Tech Entertainment takes everyone's favorite fashion plate on a tour of the United States, from Florida and Texas to Wyoming and Iowa. Solve puzzles, test your aim, and dress up Barbie as she rides horses, plays volleyball, sets up a tent, and more. But here's the best part: When Barbie returns to California, Ken throws her a welcome-home party.

PUBLISHER: **Hi Tech Entertainment** PLAYERS: **1**
CONTROLLER: **3-Button**

GA

Have Fashions, Will Travel

Before Barbie goes anywhere, she has to find the perfect outfit. You choose the color of all her clothes, from her bathing suit in Florida to her shorts in the Wyoming woods. Then it's on to a whole country of great games and contests — each state has two challenging activities. Ride a horse in Texas, then throw horseshoes. Find a lost pig in Iowa, then try your luck at the county carnival's booth games.



Hop on the tree stumps to cross the stream on the nature hike.

Of course, it's always nice to go home again, especially when your friends send you on a treasure hunt in your own house. Look for prizes like a workout video, a teddy bear, and a sparkling necklace.

You can visit the vacation spots in any order, and you can always return to ones you've already been to if you want to improve your score. So play the game however you want. Remember, you're on vacation.



Where would you like to travel next?



Custom-color Barbie's fashions before each adventure.

Dive for glittery treasures in Florida.



- Every time you run into a hurdle with your horse, you lose ten seconds
- Beware of butterflies on your nature hike
- Save California for last. Your friends have planned a welcome-home party
- Look for a present behind the mirror in your living room.
- Plaid and anything clash.





What's a vacation without a little beach volleyball?

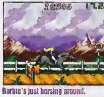




Test your aim at the county fair.



Search high and low for presents at your party.



Barbie's just horsing around.





WHISPERING IS FOR GUTLESS WEASELS.



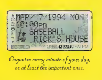
Send messages up to thirty feet away, safe and private-like.



Play the Brain Drain game against the computer, or with a friend.



Record your friends' numbers and create faces to match.



Organize every minute of your day, or at least the important ones.



Whispering's pathetic. Exactly why Sega made the IR 7000, **with fourteen different features**. So you can communicate with your friends in class without making a sound, via its invisible infra-red beam. You can even play a game with someone across the room. Plus, the IR 7000 keeps numbers, addresses, has weekly and monthly calendars, speaks ten languages, and more. So check out Sega's IR 7000. Unless, of course, you like to whisper. Yeah, right.



Tons of Fun For Little Ones

(And Older Kids Too)

If you're a kid who loves magic, mystery, music, drawing, and discovering hidden secrets, think Pico. 'Cuz Pico is Sega's newest toy designed especially for superactive kids age seven and under. It's actually a real laptop computer that's a virtual game station — for kids only.

Pico looks like a small, colorful (OK, it's pretty flashy) suitcase with connections that hook it up to the TV. Inside are a magic pen (instead of a mouse), a drawing pad, directional keys, and a slot in which you insert the "storybooks" (software).

Each Pico storybook is filled with more than 20 activities that teach basic skills like spelling, counting, and matching. On the last page of every storybook is an artist's dream come true. You can draw pictures, color them, cut and paste, put in storybook cartoon characters, add music, and even animate your own creations. Learning has never been such a blast!





And Tigger Too!
A Year at Pooh Corner™

Travel through the four seasons with Winnie the Pooh and all his friends. Uncover 12 different scenes while learning about numbers, letters, and shapes. You're the butterfly in spring, summer, fall, and winter. In summer, it's a challenging team effort for you and Winnie. You tell him which numbered blocks are the correct ones to select as they float downstream, and Winnie picks them up with his net. If you choose the right ones, you're rewarded with a maze game to play. You can land your butterfly on other characters, like Piglet, for a mathematical workout (fun for kids in the six-to-seven age range). Winter finds Tigger drawing a number — and you trying to trace it. Look for a cool snowman, but only if you do a good job!

Storybooks In a Nutshell

- Contain 20 activities
- Teach developmental skills like problem solving, memory, logic, and motor coordination
- Appeal to a range of ages and skill levels
- Teach spelling, counting, and matching
- Stand up to the toughest of tikes
- Set up easily



Color Your World
Magic Crayons™

Beware of the evil Colormeister, 'cuz there's one thing he really doesn't like. You guessed it — color. His terrible vacuum sucks the color out of every scene. In this storybook it's up to you to restore color to the world. The good news is that you can color everything in any way you want. That includes patterns, stripes — whatever. And when you're finished coloring, you can animate each page by touching the magic key. That's not all. On one special page of this storybook, you get to create and animate your own toys.



Doe, a Fox
Tails and the Music Maker™

Attention, music lovers: How 'bout letting Tails show you the scales! In Tails's storybook, you learn rhythms, tempos, scales, and more. You and Tails play fun-tastic games like musical pinball to learn about different instruments, repeat the patterns (how good is your memory?), and play a cool game about whole notes called Breakout. By the way, there's an appearance by a certain friend of Tails. We'll give you a hint: He's fast.

Underwater Fun
Ecco Jr.™

Leave it to Ecco to make learning this much fun! Our favorite dolphin takes you to a colorful undersea world where you count pearls, learn shapes, and sort some of his fishy friends into groups (depending on their shapes). When it's time to add, find a crab. Ecco shows you a cool balancing game that's really an easy introduction to learning math skills. And everyone knows how much dolphins like to sing, so it's no surprise that Ecco insisted that his storybook let you create your own songs. If you're gonna play with this dolphin, you gotta like music!





M-I-C-K-E-Y
Mickey's Blast into the Past™

Blast through the past with none other than the most famous mouse on the entire planet. You meet great inventors (like this Leonardo dude) and learn about time and electricity. You even get to change the Mona Lisa's face — give her a new nose, hair, eyes (you get the picture). Or wing it with the Wright brothers (they flew the first airplane). Help Wilbur and Orville connect a biplane wing by following the correct pattern. For younger kids, it's a race against the clock to help some baby dinosaurs back into their nest. Or learn the correct way to wire a light bulb (from Thomas Edison, no less). And surprise! In some activities you're rewarded with a video game to play (we are Sega, after all).

Greasy Plumbers
CAN'T
Skateboard

Overgrown Housecats
CAN'T
Hang Glide

Dirty Worms
CAN'T
Whistle

Mere Mortals
CAN'T
Become Super Heroes

Big Hairy Apes
CAN'T
Think For Themselves



Get a Grip

New Handheld Action From Sega Toys

Wrap your hands around a Pocket Arcade, and you're ready for action anytime, anywhere. Pocket Arcade is a line of miniature brain-boggling, turbo-powered arcade games that (believe it or not) are small enough to fit in your pocket. Guaranteed excitement when you want it, where you need it.

How much fun? We're talking more levels, more action, and more heart-pounding excitement and nearly double the amount of graphics of any other stand-alone handheld LCD game. At a moment's notice, you can play 12 nonstop levels of **Amazing Sonic** or explore seven different seas in **Ecco the Dolphin**. For intense competition — one, two, or more against one or team fighting — choose from ten of history's greatest fighters in **Eternal Champions**. You can play sizzling Sports titles too, like **Sega Sports Football** and **Sega Sports Baseball** — you take turns on offense and defense.

Best of all, each Pocket Arcade has a unique "conceal and reveal" feature. When you're ready to play, just hit the button, and the hidden screen flips, pops, or pivots into view. Time to shut down? Simply close it up and stick it into your pocket — you're ready to roll (and ready for the next time you're, say, stuck in a long line, waiting for your "visit" with the principal, held hostage at your kid brother's school play, benched in baseball, waiting for your dentist appointment, or a ten-hour car ride to Grandma's house...)



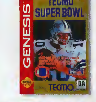
Wanna slip a dolphin in your pocket? How about a couple of football teams? Sega's Pocket Arcade lets you carry unlimited action and adventure with you wherever you go.

TECMO® GAMES ARE FOR TRUE SPORTS FANS!

If you're a true sports fan, you deserve the quality of Tecmo Sports Games. Every possible detail from the actual sport has been incorporated into every Tecmo game.

ALL TECMO® SPORTS GAMES FEATURE:





- Tecmo's unique menu driven environment.
- Genuine player baseline stats.
- Real players.
- Real game schedules.
- Play Star teams from real players.
- Battery Season Saver.
- Instantaneous statistical update.
- Team & player rankings & stats.
- Changeable team line-ups.
- Reset feature to clear saved statistics.
- 3 difficulty settings.
- Play tournament style.
- Player substitutions.
- Pick-up & play pre-season mode.
- Regular, reduced or short seasons.
- Computer vs. computer simulation mode.





COMING SOON!

TECMO SUPER HOCKEY



WE KNEW WE HAD A GOOD THING WHEN WE MADE IT.

Once you've learned how to play one Tecmo® 16 bit Sports Game, you will know how to play any Tecmo® 16 bit Sports Game. Tecmo's unique menu driven environment makes controlling all aspects of each sport easy. So whether you just want to play a practice game, or play a whole season with a squad of friends, Tecmo® 16 bit Sports Games deliver.

GAME HINT: *The more you know and understand about your favorite sport the more successful you'll be playing Tecmo Sports Games.*



This official seal is your assurance that this product meets the highest quality standard of Sega™. Buy games and accessories with this seal to be sure that they are compatible with the Sega™ Genesis™ System.

Tecmo, Inc. • 19260 South Van Ness Avenue, Torrance, CA 90501 Phone (310) 787-2900







A Shadowy Cheat

I found a cool code for *Shadowrun:*

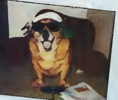
At the title screen, press Buttons A, B, B, A, C, A, and B, then press Start. Access your Pocket Secretary, and go down past Save/Load Game to an invisible option. Now you can have 250,000 Nuyen plus 10 Karma, you can walk very fast, and more! This works only once, then you must put the code in again.

Eon May, Maine

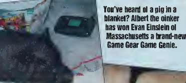
Whoopee! Eureka! Yahoo! Yeehaw! We found it! The perfect *Sega Visions* T-shirt! (OK, so we didn't just find it — we had it specially designed.) In any case, we love it. It's totally new, refreshingly awesome, and completely unavailable to just anyone. In other words, you can't buy it in anystore. So how does one obtain this altogether unique T-shirt? Glad you asked. Just send us your coolest hints, greatest tips, most monumental top scores, and anything else outrageous enough to go in Sega Visionaries. If we print it, you get a T-shirt. You look good, we look good.

Sega Pets

Well, well, well. The truth is out. We asked what your pets do when you're not home, and guess what? Most of them read *Sega Visions* and play Sega Games! Of course, we were thrilled to find this out. We're even more thrilled to announce the winners! And there's more good news, because we received such a humongous response from our furry friends (and their owners), you can look for more winners in upcoming issues of *Sega Visions.*



Congratulations to Daniel Caillier of Maine. His cool dog has won a brand-new Video Entertainment Center from A.L.S.



You've heard of a pig in a blanket? Albert the oinker has won Evan Einstein of Massachusetts a brand-new Game Gear Game Genie.



Daneil De Leon from Pennsylvania says that Mozart reads everything about the 32X that he can get his paws on. This kitty has won a brand-new Sega Visions T-shirt. We wonder if we have a shirt small enough for the feline.

Coolest Envelope Art

Richard Phillips of California wins a Team Player from Sega for spinning this awesome web of intrigue.

Virtua in Reverse

Here's a code that lets you drive the wrong way in *Virtua Racing:*

When the Sega logo appears, hold Buttons A and B. When the title appears, press Start. Pick the backward Virtua Racing title, play any track, and you have a new backward challenge.

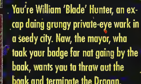
Sean Berry, Tennessee

LOS ANGELES 2053:

AIR SO HOT AND FILTHY, YOU SWEAT TOXIC WASTE. STREETS SO MEAN, MURDER IS AN ACT OF MERCY. IT'S A PERFECT PLACE FOR THE DRAGON.

Rise of the Dragon





He controls the streets with terror. He rules the underground with his sweet poison. And, by the way, this animal's got your girlfriend.

You're William 'Blade' Hunter, an ex-cop doing grungy private-eye work in a seedy city. Now, the mayor, who took your badge for not going by the book, wants you to throw out the book and terminate the Dragon.

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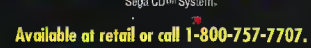


Use any weapon you can lay your hands on and every dirty trick you know to outsmart a complex cast of characters and end the Dragon's vicious reign.



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The Incredible – Incredib



The results are in on this mean, green cartoon contest. We picked the funniest, the most original, most bizarre entries we got, and now we're gonna shower the winners with unbelievable prizes. Here they are:

GRAND PRIZE

Kevin Krieger, 15, Nebraska

I WISH I WERE AN OSCAR MAYER WIENER...

...'CUZ THAT IS WHAT I'D TRULY LIKE TO BE.

AND IF I WERE AN OSCAR MAYER WIENER...

...MY DEODORANT WOULD NOT BE FAILING ME.



FIRST PRIZE

Matt Moore, 13, North Carolina

I REMEMBER YOU, BALDY!

HE WAS THE BULLY WHO STUCK MY HEAD IN THE TOILET AT SCHOOL.

COOL.

LIKE A JIMI HENDRIX VIDEO.

SECOND PRIZE

Andy Kemp, 16, Georgia

HULK WILL SMASH LITTLE PUNY MAN...

...IF HULK CAN SEE HIM. THE GLARE OFF HIS BALD HEAD IS BLINDING HULK.

OH, GREAT. I'M BACK TO NORMAL. MY SKIN'S BURNED.

AND ON TOP OF THAT, I'M WEARING RUSH LIMBAUGH'S BIKE SHORTS.

SECOND PRIZE

John Jennings, 17, California

GIVE UP, MR. SAVALAS, OR YOU WILL FACE THE WRATH OF THAT THING FROM THE HI-C COMMERCIAL.

HE DOESN'T LOOK RIGHT WITHOUT THE LOLLIPOP.

WOW! HE SURE FOOLED ME!

EWWWWW! I FEEL LIKE TOMMY LASORDA AFTER THAT DIET.

le Hulk Contest Winners

THIRD PRIZE

Oliver Fernandez, 14, California
At last I've found the hideout of the elusive Mr. Clean!
Sniff. What's that smell? Gasoline and pine cleaner?
My powers are gone! I'm mortal!
Well, at least I have no waxy buildup... and I'm lemon fresh too!

James Opdahl, 14, Wisconsin
Do you think this side of my body looks greener than the other side?
I'll bet he's jealous about my enormous pectoral muscles!
Hey, Hulk, now the front side is blacker than your back.
I didn't know anyone's pecs could blow up like that!

Ryan Higby, 11, Vermont
My God!!!! I'm missing "The Young and the Restless"! I hope the TV doesn't blow up again!
That guy needs a good hair weave!
Oh no! My arm is on fire, my pants are falling down...
...and my fingers have been welded together!

Sam Layle, 12, Michigan
I'm gonna give you a big juicy kiss!
Oh no! I think I'm gonna break a nail!
Hey! I didn't know my belly button could talk!
Hi! I'm your belly button!.

Theoplus Forsert, 23, California
All right, Eight Ball, I want my money back for this jacked-up haircut, or I'm kickin' your butt all over this place.
He's so stupid, I'm gonna take the money and go to the Hair Club for Men. All seven dollars.
I've got to lay off the Slimfast.
This stuff gives me gas.

The Prizes

Grand Prize

- Original art of Tyrannus from the Incredible Hulk collectible card set
- Complete set of four Incredible Hulk video-game 3-by-6-inch collectors' cards
- Genesis or Game Gear version of Incredible Hulk video game
- Incredible Hulk No. 1 comic book collectors' reprint
- Incredible Hulk temporary tattoos
- Incredible Hulk movie-size poster

First Prize

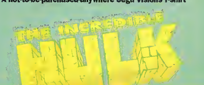
- Complete set of four Incredible Hulk video-game 3-by-6-inch collectors' cards
- Genesis or Game Gear version of Incredible Hulk video game
- Incredible Hulk No. 1 comic book collectors' reprint
- Incredible Hulk temporary tattoos
- Incredible Hulk movie-size poster

Second Prize

- Complete set of four Incredible Hulk video-game 3-by-6-inch collectors' cards
- Incredible Hulk No. 1 comic book collectors' reprint
- Incredible Hulk temporary tattoos
- Incredible Hulk movie-size poster

Third Prize

- A not-to-be-purchased-anywhere Sega Visions T-shirt

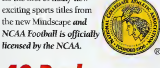


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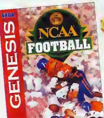
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For Sega Genesis™





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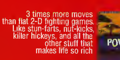
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In level one, the hyenas laughed at me.

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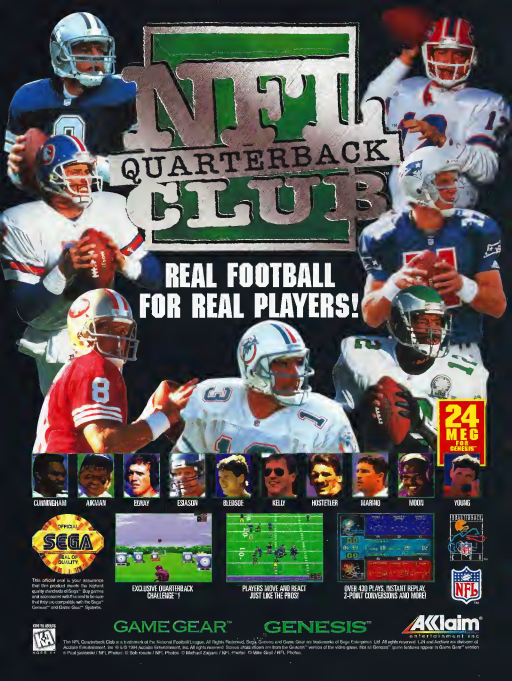








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